IMPERIAL ARMOUR

VOLUME TWO - SPACE MARINES & FORCES OF THE INQUISITION

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INTRODUCTION

Welcome all, to the second in our range of large format Imperial Armour books. This book has been 10 months in production and represents the culmination of thousands of man-hours of work between the three principle designers, Tony, Chris Bristow and myself. Hopefully you can tell this (and the first book) are something of a labours of love for us. Tony has been working for GW and building tanks for Warhammer 40,000 since the beginning and I bought Warhammer 40,000 'Rogue Trader' on the first day it was released and instantly fell in love with it, remaining so ever since.

Over the coming years the Imperial Armour series will continue to grow, with the third and fourth books already being planned, and there is a long list of future models to keep all our model makers busy for the foreseeable future. This is where I should pay homage to the real stars of the book – the fantastically cool models without which I would have very little to write about! For us, the models always come first; without them you'd be looking at 256 blank pages.

Thanks to all those who contacted us, via e-mail or at shows, to say how much they liked the first book. Such encouragement makes the long process of creating the second book a lot easier. When you know there is an appreciative audience for your work it all seems to be so much more worthwhile.

Until IA3, I hope this book brings you many happy hours of modelling and gaming.

USING THIS BOOK

You will find inside this book background, technical data and colour schemes for 30 vehicles used by the Imperium's elite fighting forces. Several of these have been included more than once because the different armies have different options for the same vehicle, and the book needs to show this. We couldn't very well include Space Marine Rhinos and not the Inquisition version, although the rules are similar they are not exactly the same and neither are the colour schemes. As a definitive guide the book needs to be thorough. Other vehicles, such as the Chimera and Valkyrie, were included in IA: Volume 1, but again these vehicles are available to Inquisition forces and the book would be incomplete without them.

Since the publication of the first book I've had numerous questions concerning the 'legality' of the models and rules. It seems appropriate to use this space to clarify this issue.

The rules included here are (like the vehicles they cover) mostly variants of the codex versions. A Predator is still a Predator whether it's a Mark III, IV or V, and the Codex rules apply. From my feedback it seems players have no difficultly in including these Imperial Armour model variants in their games, it is only when it comes to new vehicles that problems of 'legality' or 'official-dom' occur. The very idea that some vehicles are 'legal' and some not seems odd to me. All the vehicles within this book exist in the 41st millennium, they are deployed to do battle against the Emperor's foes. It is not a case of legality, it is an actuality! Generally, players should not pick and choose what equipment their opponent can and can't use. The idea that an Ork Warboss or Eldar Farseer can somehow object to the Land Raider Helios or Tarantula sentry guns is strange.

In the past we have advised players to seek their opponent's permission, but this seems an unsatisfactory solution. Of course you need your opponents permission to play any game, unless you intend to force people to play you! Eldar players don't feel they need permission to field their Avatar, although each Craftworld has just one, only awoken in direst need. Using this 'opponent's permission' system I believe that too often players object, feeling that their opponent is getting an unfair advantage, which is actually nonsense. By all means ask permission, but how is this different to organising any game? Your opponent is, by agreeing to play you, giving you permission to use your miniatures collection.

In my opinion, the root cause of all 'legality' issues comes from the predominant culture of points based wargaming. Address this and many 'legality' problems vanish. Many players do not realise that points based gaming is just one style of wargame, and is popular because it is easy. Being easy has its advantages and disadvantages. The advantages are; firstly, that two complete strangers can meet up, play a 2000 point game and know that it will be relatively fair and even (sounds like a tournament). Secondly, points games do not require much preparation, other styles of game do. In a points based game you just total up an army list within codex restrictions and turn up to the game with the models you need. In doing this nobody is considering the background to the battle or the terrain it will be played over.

By restricting themselves to playing points based games players are effectively restricting themselves to tournament style gaming. This is treating the hobby like a sport and limiting the use they get out of their model collection. Changing to a scenario driven style of gaming frees all the players up. By 'frees' I don't mean free to abuse the rules and field forces consisting only of Heavy Support choices, but free to invent characterful scenarios that utilise the players model collections to the full, and in alternative ways, not only as the actual fighting forces, but as scenario objectives or as terrain pieces.

In scenario driven games players still need to know the forces they will be using before hand, so somebody needs to invent, write and distribute the scenario. A map should be drawn, and the terrain required must be made, collected and painted.

To my mind, these are good things. You get to discuss a game before you play it. The author can tailor the forces to fellow gamers' model collections. Scenarios can also guide players as to what they need to add to their miniature collection and their terrain collection. There is extra effort involved, but this is your hobby right, the thing you freely choose to do in your spare time?

Writing scenarios is great fun. Think of it as part of the hobby, like buying toy soldiers, making terrain, painting them, learning the rules and playing games. Start simple and work up. History is full of examples to adapt to the 41st millenium. Use the scenario special rules to help you, but remember, most importantly of all – you are responsible for writing a balanced game that everybody will enjoy playing. Scenario balance is not the same as equal forces. Sometimes one side cannot win, but it is the manner of their defeat that determines the ultimate outcome. Setting the victory conditions is the key to writing a good scenario. You need to pitch it right; this creates the balance. If one side vastly out numbers the other then make the objective difficult to achieve, set a tight turn limit so the game isn't a walk over, or give the outnumbered side the hope (even if it's only a slim one) of reinforcements arriving to save them. That gives them a reason to fight on when the situation seems hopeless.

All this goes out of the window when it comes to tournaments. Tournaments have their own rules, so whether you can use Imperial Armour vehicles and rules is really up to the tournament organisers.

Using this book is as much about using the background material and illustrations as it is the game rules. Hopefully the background should provide ideas for games including the model, and the pictures should help fire the imagination. Try using the formation diagrams as a guide to battlefield tactics, or making a certain type of vehicle central to a scenario.

Hopefully this introduction is food for thought for more experienced gamers, but, however you play 40K, enjoy it!

Warwick Kinrade, April 2004

VEHICLES

OF THE ADEPTUS ASTARTES

THE IMPERIUM OF MAN

The Imperium of Man, ruled over by the Immortal God-Emperor of Terra, is a collection of worlds which stretches across the entire galaxy. It is an empire that has survived over ten thousand years since the Emperor's ascension to the Golden Throne(1). Despite being beset by alien attacks from without as well as treachery, mutation and heresy from within, it is the greatest empire in human history, encompassing over a million worlds.

To live under the reign of the Emperor is to live in dark and cruel times. The galaxy holds many threats, from hideous bloodthirsty aliens to secretive malign forces which threaten the very survival of Mankind itself. To combat its enemies the Emperor's servants rely upon the vast armies of the Imperium. Countless billions of Imperial Guardsmen form the backbone of the Imperium's fighting forces, aided by the Imperial Navy, the holy Sisters of Battle, the Skitarii and the Titan Legions. Most honoured amongst the Emperor's forces stand the Adeptus Astartes – the Space Marines. Each Space Marine is a genetically enhanced super-human warrior, taller, stronger, faster than any man and knowing no fear in battle. The Space Marines are the shield of Humanity and it is said that no foe can stand before them!

THE ADEPTUS ASTARTES

The origins of the Emperor's elite Space Marines stretches back to before the founding of the Imperium. During the 'Age of Strife' (2) Earth was cut off from the rest of the galaxy by fierce warp storms, preventing interstellar travel. It is believed that it was during this period of isolation that the Space Marines were first developed, under the direction of the man who would later rise to become the Emperor.

It is believed that the Emperor's objective was to create a breed of elite warriors, possessing super-human strength and endurance and unswerving loyalty. In secret laboratories deep below the Earth's surface genetic scientists engineered the Emperor's design. Legend has it that he then led the first prototypes of these elite warriors to reconquer and unify Earth, subjugating the barbarian tribes and rival factions to become sole ruler of the planet. Then, as if the Emperor had foreseen it, the warp storms suddenly abated, and he could lead his new warrior-breed in a Great Crusade across the galaxy to rediscover and liberate Mankind's lost colonies.

Before launching the Great Crusade the Emperor created the first true Space Marines. This was the First Founding (3). The 19 genetic implants were perfected, powered armour and 'bolt' weapons were developed, and, most importantly, the Primarchs were created. The Primarchs were the pinnacle of the Emperor's genetic engineering. Twenty perfect beings, whose genetic data could be used to improve and speed up the development of the thousands of Space Marines needed for the coming wars.

Legend has it that an accident occurred and the Primarchs were scattered across the galaxy, a setback which slowed the development of Space Marines, but did not stop it.

Driven by his own foresight the Emperor led his Space Marines and conquered world after world, hardening his warriors in battle, honing their strategic and tactical skills. As the Crusade spread out from Earth the Primarchs were rediscovered, and the Emperor was re-united with his lost sons. Each Primarch was given command of a legion of Space Marines, his own sons, created using his own genetic material. It was the Primarchs, leading their legions, who took the Great Crusade to the far edges of the galaxy, and created the Imperium of Man.

It was during the wars of the Great Crusades that the Space Marine Legions, (later to be broken down into Chapters in the wake of the Horus Heresy (4)) gained a reputation for ruthless efficiency. Space Marine recruits are brainwashed into fierce loyalty to their Emperor. Many have a xenophobic hatred of all alien races, or anybody they deem to have betrayed their master. As the 'Protectors of Humanity' any means justify the ends. All traitors must be punished, all rebellions crushed, all mutants cleansed. It is their holy duty, and they must not fail! Because of this ruthless attitude Space Marine Chapters are viewed with fear and awe, and long ago earned the nickname – the Angels of Death.

THE ORIGINS OF SPACE MARINE VEHICLES

Most Space Marine vehicles owe their origins to the Standard Template Constructs of the Age of Technology(5). First developed to supply colonists with reliable, easy to manufacture technology as Humanity expanded into the cosmos, the basic STC designs became the backbone of fighting vehicle designs during the Great Crusade. The standard Rhino hull is the prime example. It is one of the oldest STC designs still in use, and provides the chassis for many other armoured fighting vehicles, from Whirlwinds to Predators to the Sisters of Battle Immolator.

Just as it can be said that the Great Crusades created the Space Marines, it was the requirements of constant warfare that created many of the Space Marines most common fighting vehicles. Specific examples are covered later in this book, but it is known that recognisable vehicles, like the first Rhinos and Predators, were operating during the Great Crusade. At the time they were not restricted to use by the Space Marine Legions, there is evidence that the Imperial Army also used the same standard vehicles.

In the thousands of years since those legendary times many vehicle designs have been lost. Knowledge and science have become so debased that the Adeptus Mechanicus are not willing to recreate them. Some vehicles, like the Land Raider, have been lost and rediscovered. Other designs have been handed down from generation to generation, for thousands of years, with very few changes.

CONSTRUCTION OF SPACE MARINE VEHICLES

Construction of most Space Marine vehicles takes place in the Chapter's forges. Each Space Marine Chapter has its own base, usually referred to as a Fortress-Monastery (6). Heavily defended within the Fortress-Monastery are the Chapter's Apothecarion, Chapels and Armoury.

Each Chapter has an officer responsible for supplying the armouries with vehicles and munitions. 'Master of the Forge' is a high ranking and honourable position amongst the Chapter Master's

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(1) The Golden Throne of Earth. After the Emperor was mortally wounded in combat with Horus he was placed in a life support system, now referred to as the Golden Throne. He has remained immobile within it for 10 thousand years.

(2) Age of Strife. A period in human history when the galaxy was engulfed in warp storms and alien attacks threatened to destroy Mankind. Contact was lost between many human colonies, some of which have never been rediscovered to this day.

(3) First Founding. The first twenty Space Marines Legions are formerly created in M30, using the geneseed of the Primarchs. These now form the oldest Chapters, whose gene-seed was used to create Successor Chapters and in subsequent Foundings. Of the original twenty Legions only nine remain loyal. Nine rebelled and have been declared Excommunicate Traitoris. The fate of two is unknown as all records have been expunged.

(4) The Horus Heresy. Also referred to as the Great Betrayal. Horus was the most favoured of the Primarchs, holding the title Warmaster of the Imperium. Horus' rebellion against the Emperor resulted in a galaxy wide civil war which almost destroyed the Imperium. Horus was killed by the Emperor during the Siege of the Emperor's Palace on Terra. Many Space Marine Legions sided with Horus, and to avoid a repeat of such events the large Legions were broken into smaller Chapters, none large enough to threaten the safety of the Imperium.

headquarters staff. The Master of the Forge reports directly to the Chapter master. Under the Master of the Forge are all the Chapter's Techmarines, Servitors, Techno-mats and the forge's slave workers.

The Techmarines oversee the construction of new vehicle chassis'. Although each Chapter has its own traditions and rituals of construction they follow a broadly similar pattern. Manned by Servitors, Techno-mats and slaves, the Chapter forges manufacture the required components and assemble them. The complete chassis – be it Rhino, Land Raider, Land Speeder etc, is then blessed and omens are forecast and read. Interpreting the omens indicates what type of vehicle the Machine Spirit within is, so a Rhino chassis may then be earmarked to become a Predator Annihilator, Razorback or Vindicator. The vehicle is then returned to the forges to be completed. The additional equipment required is fitted before the ceremonies of naming and awakening are performed. The naming ceremony gives each individual vehicle its unique name, examples include the Salamanders' Rhino 'Nocturne's Hammer', or the Iron Hands Land Raiders 'Cestus' and 'Metallus Gravus'. Some Chapters proudly display this name, others prefer to keep it secret.

The ceremony of awakening is the initiation of the Machine Spirit of the vehicle into the Chapter. The Machine Spirit within is awoken from its slumber. Once this ceremony is complete the vehicle has been passed fit for service and is handed to the armouries for storage until required. The Master of the Forge will allocate new vehicles to the fighting companies in need of replacements, or store them as part of the Chapter's central pool of heavy armour.

Not all Chapters have the facility to make every vehicle they require. For instance, the largest vehicles, such as Thunderhawk gunships, require vast manpower to construct. Some Space Marine Chapters have ties to local forge worlds. The Adeptus Mechanicus and Space Marines have sworn mutual oaths of service to the Imperium and ancient charters exist which require forge worlds to supply Space Marine Chapters where needed. In these cases, the vehicle will be constructed to order, and can only be supplied to the specific Chapter. Strict monitoring ensures than these vehicles do not fall into less trustworthy hands. Once complete, the new vehicle is delivered to the Chapter's Fortress-Monastery.

The strict security around such arrangements is required because Space Marine vehicles are amongst the most advanced technology available to the Imperium. Many of the systems within are secret, and help to give the Space Marines an edge in battle. They cannot be allowed to fall into the hands of rebels or spies who might turn them against the Imperium.

Most Chapters have ties to local forge worlds, who are responsible for training the Chapter's Techmarines. The Adeptus Mechanicus hold no power over the independent Space Marine Chapters, but the souls of their machines and vehicles must be correctly tended; this is the Techmarine's task. Each serves an apprenticeship on a forge world as part of their training, some even travel to Mars to learn from the master Tech-magi. They are initiated into the ancient lore of machines and technology before returning to the Fortress-Monastery.

ORGANISATION & COMBAT DOCTRINE

Space Marine combat doctrine is very different to that of Imperial Guard forces. It is largely dictated by the size of a Space Marine Chapter. Space Marines are only required to take on the most important and toughest missions. Combat doctrine can be generally described by the terms 'Rapid response, rapid strike.' Space Marine Chapters lack the numerical strength to hold or dominate large areas of ground, instead they provide forces for short deployments with specific objectives.

Organisation of Armoured Units

The Space Marines operate a very flexible command structure and although each Chapter is divided into 10 companies, these only provide a pool of troops which can be freely mixed to create Strike Forces, Task Forces or Battle Groups. A company may fight together as a single unit, but is more often split up into smaller combined arms forces. Strike forces are generally organised around a core of Tactical squads, supported by specialist Assault or Devastator troops and armoured units.

Each company has its own compliment of Rhino transports, Land Speeders, Dreadnoughts and Bikes, but the heavier armour is all

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(5) Dark Age of Technology. A golden age of technology and discovery, when Mankind explored, terra-formed and colonised many planets throughout the galaxy. Mankind reached the peak of its technological achievements some time in this period, lasting from the 20th millenium onwards and ending in the 'Age of Strife'.

(6) Fortress-Monastery. Not all Chapters have a Fortress-Monastery. Some are based in large space-borne fleets. The Dark Angels are based on a gigantic mobile space fortress called 'the Rock' or 'Spire of Vengeance'. The Praetors of Orpheus Chapter occupy a subterranean base called the Labyrinthe Obscura on Beta Entebes II.

(7) Black Carapace. A black plastic like material implanted directly underneath the skin, and fitted with neural sensors allowing a Space Marine to plug-in to his powered armour suit which will then respond to thought commands, and for the suit to monitor medical and maintenance systems. Without a black carapace many of the power armour's systems will not function.

drawn from a central armoury, which is another 'pool' from which resources are drawn at need. The only exception to this is the Chapter's First Company, who maintain their own compliment of Land Raiders as transports for their Terminator squads. No company will permanently have Predators, Vindicators or Whirlwinds as part of its strength, but will be allocated them on a mission to mission basis.

When a Strike Force is dispatched on a mission its commander will request assets from the central armoury. The Master of the Forge, in consultation with the Chapter Master's Headquarters and the Strike Force commander, will allocate vehicles suitable for the mission.

The crews for armoured vehicles are all full Space Marines, and are often referred to as Custodians of a vehicle. Most crews are drawn from the Tactical squads of the Chapters Sixth and Seventh Companies. All Space Marines have some training in the use of armoured vehicles. Driving Rhinos and armoured formation tactics are part of a recruit's basic training. Later, Space Marines specialise in armoured operations and tactics, being trained in the operation of larger vehicles and basic maintenance. All Space Marine vehicle are fitted with spinal interfaces which a Custodian plugs into their powered armour and Black Carapace (7) allowing a Space Marine to become part of his vehicle, giving him an intuitive 'feel' for a vehicles controls and systems.

An example of Strike Force organisation is the Executioners Chapter Pursuit Force, deployed on Khymara during the Badab War.(8) It contained elements of 2nd, 7th, 8th and 10th companies, under the command of Captain Belloch of 2nd company. Each company provided its own Rhino transports and bikes, whilst 7th provided all the Land Speeder variants and the Custodians for the vehicles drawn from the Armoury.

EXECUTIONERS CHAPTER – KHYMARA PURSUIT FORCE

Commander: Captain Belloch **2-i-c:** Chaplain Khalil

Librarius: 1 Codicier

Apothecarion: 2 Apothecaries, 6 Servo-meds in Rhino

Second Company: Captain, Chaplain, Apothecary, Standard Bearer

1 Assault squad on 6 bikes and 2 attack bikes
4 Tactical squads in 3 Rhinos and 2 Razorbacks
2 Devastator squads in Rhinos

Seventh Company: 4 Land Speeders, 3 Land Speeder Tornados, 1 Land Speeder Typhoon

4 Tactical squads (operating as vehicle crew)

Eighth Company: 3 Assault squads in Rhinos

Tenth Company: 2 Scout squads on bikes

Armoury: 4 Techmarines, 14 Servitors

1 Land Raider Prometheus, 2 Land Raiders
2 Predator Destructors, 1 Predator Annihilator
4 Whirlwinds
1 Damocles

TO & E

161 men, 30 armoured vehicles, 18 bikes

Deployment of Armoured Units

Infantry are the core fighting force of all Space Marine Chapters. Heavily armed and armoured Space Marines, operating in Assault, Tactical and Devastator squads form the backbone of most Space Marine Strike Forces. Other arms are deployed to support this infantry and rarely operate independently.

The combat task of a Space Marine armoured unit is to deliver the decisive blow to an enemy at the critical point. It is deployed to break an enemy defensive system, and in close co-ordination with other arms, to destroy the most dangerous hostile units. The paramount principles of tank deployment and tactics are co-operation with the infantry squads. The infantry-tank assault force concentrates a Space Marine Chapter's fire and shock power into a narrow sector for breakthrough and deep penetration operations. This is the preferred offensive method used by most Chapters for ground operations in the 'open field'.

The deployment of heavy armour by Space Marine Chapters is always for a specific mission or role. Tanks are not used for general advances, operations to seize or hold ground or for prolonged siege warfare. A Chapter of only 1000 men cannot sustain long deployments. Short term operations, rapid strikes, attacking fast with overwhelming force is the Space Marines' modus operandi. During an extended campaign, after each deployment troops will usually be recalled to their Battle Barge (9) to re-arm and refit, before being redeployed to the surface for subsequent missions.

Many common missions preclude the use of heavy armour. Examples include ship-to-ship boarding actions, infiltration missions for sabotage or intelligence gathering (often carried out by lightly equipped Scout units), tunnel fighting and planetfalls – which require a landing zone to be secured before heavier equipment can be landed safely.

As well as the armour and infantry units, Strike Forces also include artillery assets. To a Space Marine commander, traditional artillery is of little value. The nature of Space Marine operations means that there is often little time to establish artillery positions or for the lengthy work of reducing an enemy's fighting strength by bombardment. Artillery is invariably of the mobile, close support variety, able to move with the rest of the forces and deliver salvoes of fire to saturate a target before or during an assault. Space Marine Chapters do not possess heavy artillery capable of reducing enemy bunkers, pillboxes or walls at long ranges.

The heaviest firepower available to a Force Commander is provided by the Chapter's fleet. Orbital bombardment by the heavy weapons of a Chapter's Battle Barge or Strike Cruiser is a very blunt tool for a surgical strike force. Inaccurate, although devastating, an orbital strike is used to prepare the ground for a major assault, for destructive fire against large targets or for harassing fire. It might be able to hit a city or a map grid, but it cannot be relied upon to hit a specific target, such as fortifications within that city or a moving target, such as an enemy tank column. It lacks the speed to react to new targets or the accuracy for counter-artillery battery fire. Other factors also restrict its use. Space ships must be pre-positioned in low orbit around the planet, which is not always possible during rapid assaults.

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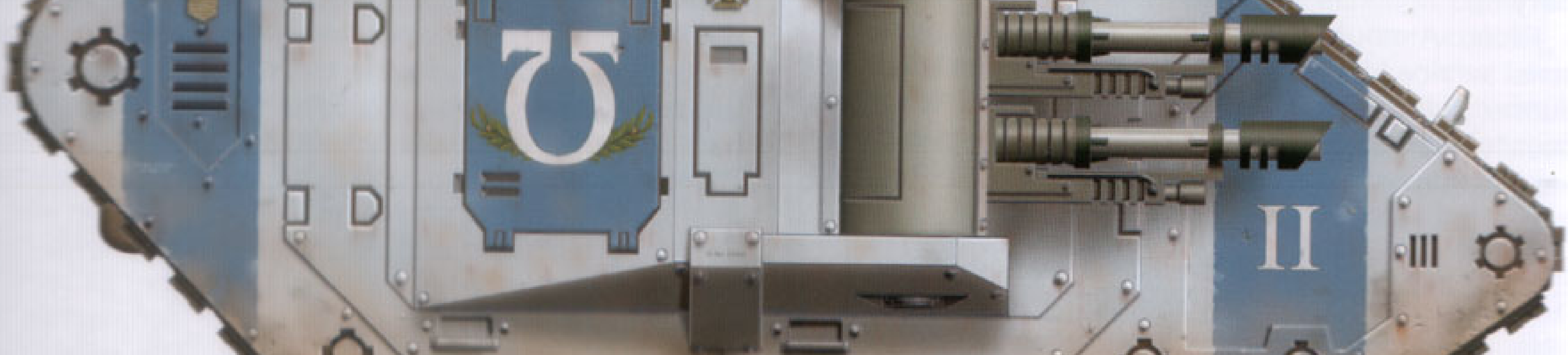
(8) Badab War. The largest rebellion of Space Marine Chapters since the Horus Heresy. Lufgt Huron, aka Huron Blackheart, the self proclaimed 'Tyrant of Badab' and Master of the Astral Claws Chapter led an alliance of twelve Chapters against the Imperium. The rebellion was eventually defeated but Huron Blackheart is still at large.

(9) Battle Barge. The largest vessels operated by a Space Marine Chapter. Most Chapters command two or three Battle Barges, with each capable of deploying 3 companies plus support and supplies. A Battle Barge is extremely heavily armoured and armed, including many launch bays for drop pods, Thunderhawks and boarding torpedoes.

SPACE MARINE ARMOURED VEHICLES



MkII Land Raider of the Ultramarines Chapter. This is the second vehicle of the First Company. As well as vehicle number and company badge it bears the Crux Terminatus because it is a Terminator squad transport vehicle. The laurel wreaths indicate veteran status. Note, the company Chaplain has attached two dedication scrolls. The vehicle has been named after the Company's current commander, Captain Invictus.

RHINO

ARMOURED PERSONNEL CARRIER

The Rhino Armoured Personnel Carrier is a mainstay of Space Marine Chapters. Since the Great Crusade it has provided armoured transport to the fighting forces of the Imperium, carrying them safely to their objectives at the forefront of battle, bringing swift retribution to the enemies of Mankind. Robust and versatile, capable of withstanding the most hostile of environments, the Rhino has become the basic squad transport vehicle of all Space Marine Chapters. It also sees service with other trusted fighting arms of the Imperium, such as Adeptus Sororitas, Adeptus Arbites and the Inquisition.

History

The Rhino Armoured Personnel Carrier has been in Imperial service for over ten thousand years, but its origins lie further back still, in the depths of Humanity's past. Unusually, the surviving documents on the origins of the Rhino are almost complete and give an accurate early history of the vehicle.

Ancient records show that the Rhino started life as the RH1-N-0 Tracked Exploration and Multi-Purpose Defence Vehicle, a Standard Template Construction (STC) for use by colonists and explorers as Mankind spread throughout the galaxy colonising worlds. They needed a robust, tracked all-terrain vehicle, sealed against hostile environments and providing some measure of protection and defence. The first Rhino was field tested on Mars and proved a great success. Capable of being constructed from any locally available material, and powered by any fuel source, the popularity of the Rhino spread. Soon Rhinos became common sights on the frontier worlds of the rapidly expanding circle of human worlds.

As well as a vehicle for exploration the Rhino's military potential was soon recognised. The armed forces began to adopt the design, fitting it with weapons and extra armour for combat. The Rhino, and its many variants, eventually became the standard armoured vehicle of human armies. As these armies spread through the galaxy, they took the Rhino with them.

The Rhino's position of dominance came to an end during the Age of Strife, as Mankind's golden age of exploration and expansion ended in bloody warfare which engulfed every human colony. By the end of the Age of Strife, and the emergence of the new Emperor, most STC systems had been lost or destroyed. Attrition took its toll on the Rhinos scattered throughout the galaxy. Knowledge of their design and the secrets of their construction was only saved by the work and dedication of the newly-formed Adeptus Mechanicus, who sought to gather all remaining STC technology into their care, and the Techmarines of the newly-created Space Marine Legions. The reliability and durability of the original Rhino design means that it has changed very little over the intervening years.

Today, only the most trusted Imperial organisations have access to Rhinos. The technology involved in their construction is too valuable to risk with any but the most loyal of troops. The Adeptus Astartes, Adeptus Sororitas, Adeptus Arbites and the Orders of the Inquisition all use Rhinos as their principle armoured transport vehicle.

Service Record

The earliest known use of the Rhino in combat is recorded in the ancient Liber Armorum. According to this august document it was by human colonists on Torben's World against unidentified indigenous xenos creatures of a primitive technology level. The Rhinos formed the spearhead of the human colonists' attacks, against which the primitive alien firearms were useless. The Rhinos smashed the alien settlements and Torben's World was completely purged of the xenos, leaving the colonisation to progress unimpeded.

Over the following 100 years, use of the Rhino spread to human military forces. Early commanders adopted the basic chassis design as an armoured fighting vehicle, fitting various weapon systems and augmenting the vehicle's engine power. In time, the Rhino became the standard transport of Mankind's fighting forces. STC systems provided early armies with many Rhino variants still in use today, such as Predators, Immolators and Whirlwinds. Many other variants are now lost in the depths of time.

The oldest recorded Rhino belongs to the Salamanders Chapter. Called Nocturne's Hammer it is said to have carried Vulcan, Primarch of the Salamanders, into battle. It served the Chapter for 8000 years before being placed in the Chapters reliquary on their homeworld, Prometheus, where it still resides. At the start of each new century the Rune of Activation is struck upon the engine. Should the engine fail to ignite it is seen as a bad omen for the Chapter's fortunes in the coming century.

Notable Features

Due to its STC roots the Rhino can be constructed using locally available materials. Most Rhinos are constructed of a bonded ceramite layer over a cast plasteel hull, although others use composite carbon compounds or conventional hardened steel, depending on their origin. A Rhino's engine can run on almost any combustible fuel.

A Rhino is crewed by a single Space Marine driver who also controls the remotely operated storm bolter, although a pintle-mounted weapon can also be operated directly by a passenger from the gunner's hatch. All Space Marines are taught to operate the Rhino as part of their training.

Within its armoured hull a Rhino can carry up to ten fully armed Space Marines in power armour. Access is via four doors and hatches. The rear hydraulic ramp and two side hatches provide for rapid disembarkation of a squad. The armoured top hatch can be opened to allow passengers to fire their weapons, and also provides a rapid exit in the event of a catastrophic hit.

The Rhino is powered by four MkII 'Mars' pattern adaptable thermic combustor reaction engines. Each engine runs a dynamo, which in turn powers two electric motors (and recharges the engine's batteries). Each dynamo is attached to the motor via a power coupling, and is independent of the other engines. Should an engine be damaged then there will be a reduction in power but the motor will continue to turn the drive wheel. Even if both engines on one side are lost, power from the other side can continue to provide power to both drive wheels through the auxiliary drive shaft and a lockable differential. This will slow the vehicle down to about half maximum speed. Even if all engines are lost then electrical power stored in the batteries can be diverted to the auxiliary electrical motors to keep the Rhino mobile for a short period of time. This system means a Rhino is able to keep moving despite damage which would cripple almost any other vehicle.

The engines are fed by a fan-assisted air intake, providing the oxygen for the combustion chamber. Each engine has its own fuel tank, and also an oxygen supply. This means that should there be no oxygen, or the environment requires the air intakes to be sealed (such as deep wading or on airless worlds), the engines still have the oxygen they require.

Construction

The Adeptus Mechanicus have established strict guidelines ruling the construction and maintenance of these valuable vehicles. The purity and spiritual welfare of the vehicle's machine-soul is thought to be as important as the skill of the artificers who built the vehicle. There are many rituals surrounding the construction, maintenance and use of Rhinos. They must be cared for using the correct liturgies of maintenance, divined from the runes of engineering and the Machine-Spirit must be blessed to protect both the vehicle and its occupants in battle.

Like all Space Marine vehicles, the construction of a Rhino is more akin to a religious ritual. At every stage the correct oils must be applied and incense burnt to sanctify the process and ward off daemons and gremlins from getting into the vehicle and working their mischief. As they are cast, each armoured panel is inscribed with protective sigils to ward against damage and help protect its future passengers. Components are checked and blessed before being installed. Finally, when the Rhino is complete, the Ceremony of Commissioning is prepared. The Techmarine builder calls upon the Spirit of the Machine God to invest the new Rhino with power. Three-times the Runes of Activation are hammered onto the engine block; the engine is fired as the third blow is struck. If it roars into life first time then it is a good omen, the vehicle will live a long and useful life.

The final blessing is the Naming Ritual. A new vehicle must have a battle name worthy of the Chapter's great history. This name is recorded, and some Chapters choose to paint or engrave it onto the Rhino.

Once in service each Rhino continues to be maintained by a Chapter's Techmarines and the artificers of the Chapter forges. They repair battle damage, although battle scars are worn with pride, and see that the vehicles are honoured with the Litanies of Battle. Old vehicles become revered items, holy relics of the Chapter, and can even be retired from front line service, being kept only for routine transport or ceremonial duties.

Ceremony of Commissioning

As the Rune of
Activation is inscribed
upon you,

So may the Litany of
Combustion arouse
your soul.

Strike the Rune
once! *[clang]*

As the Machine God
infuses you with life,

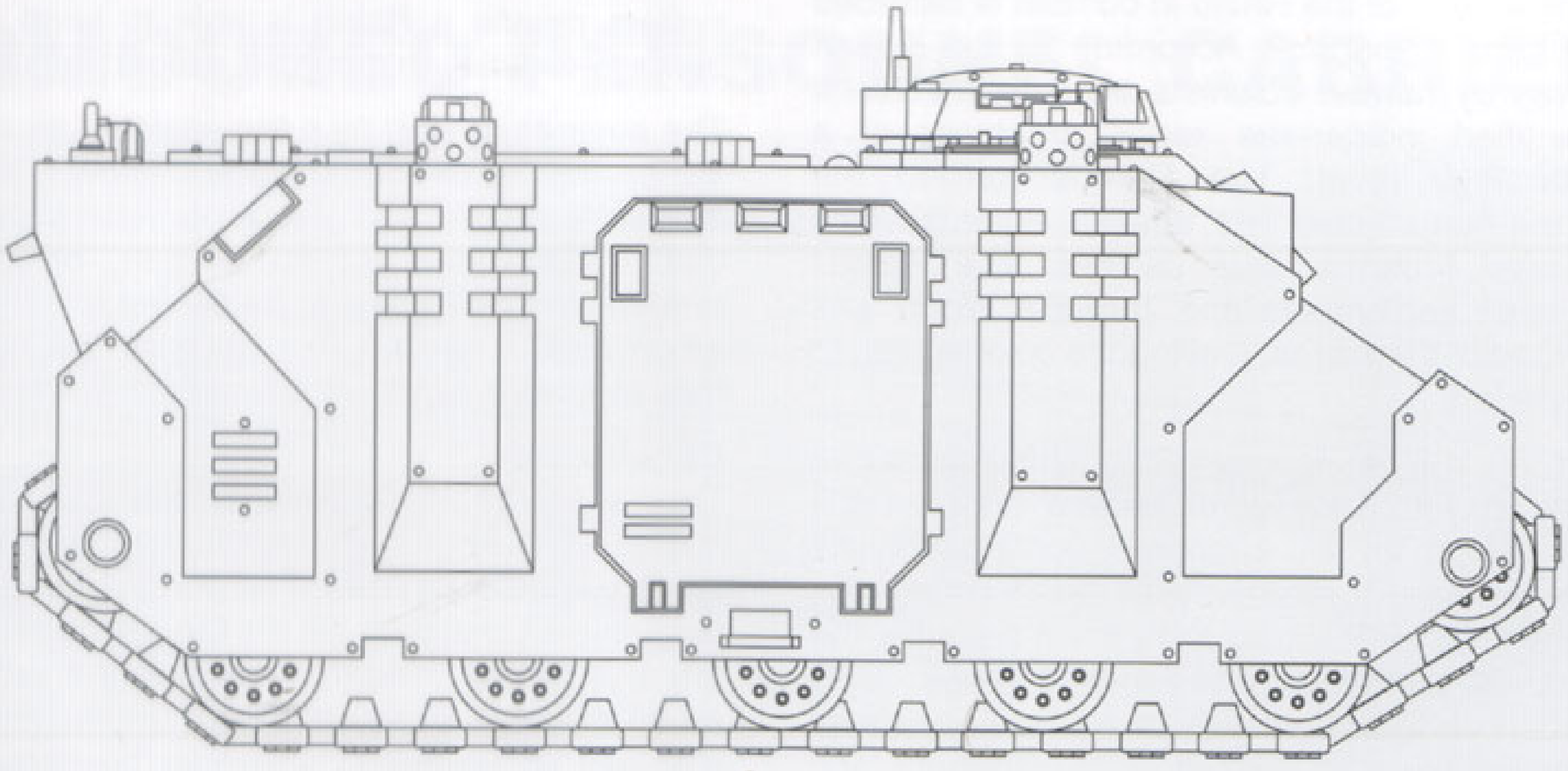
So may it ward you
from harm.

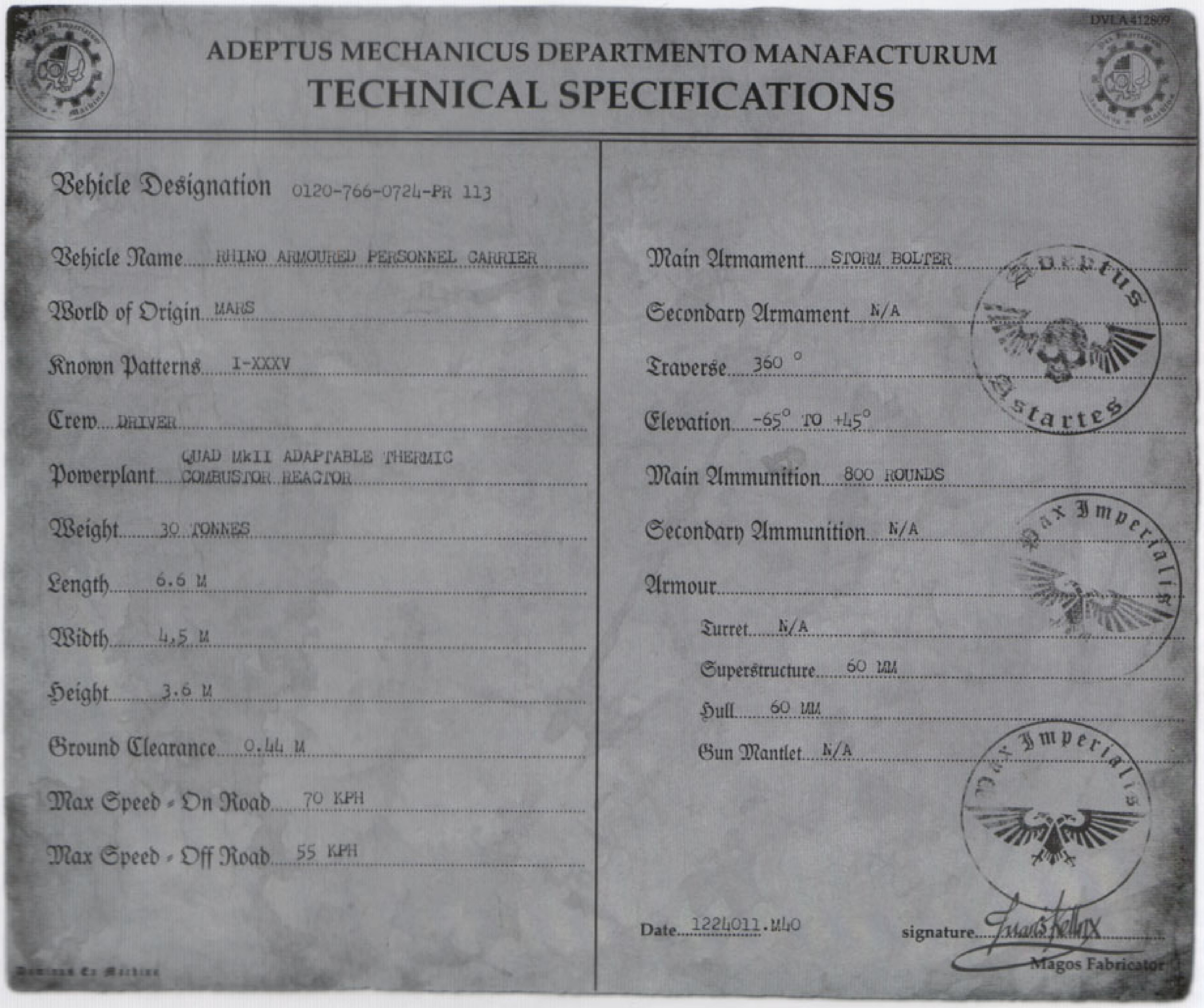
Strike the Rune
twice! *[clang]*

Awake! Awake!

The Will of the
Emperor be done.

Strike the Rune
thrice! *[clang]*





DVLA 412809

ADEPTUS MECHANICUS DEPARTMENTO MANAFACTURUM

TECHNICAL SPECIFICATIONS

Vehicle Designation 0120-766-0724-PR 113

Vehicle Name RHINO ARMOURED PERSONNEL CARRIER

World of Origin MARS

Known Patterns I-XXXV

Crew DRIVER

Powerplant QUAD MkII ADAPTABLE THERMIC COMBUSTOR REACTOR

Weight 30 TONNES

Length 6.6 M

Width 4,5 M

Height 3.6 M

Ground Clearance 0.44 M

Max Speed - On Road 70 KPH

Max Speed - Off Road 55 KPH

Main Armament STORM BOLTER

Secondary Armament N/A

Traverse 360 °

Elevation -65° TO +45°

Main Ammunition 800 ROUNDS

Secondary Ammunition N/A

Armour

Turret N/A

Superstructure 60 MM

Hull 60 MM

Gun Mantlet N/A

Adeptus Astartes

Pax Imperialis

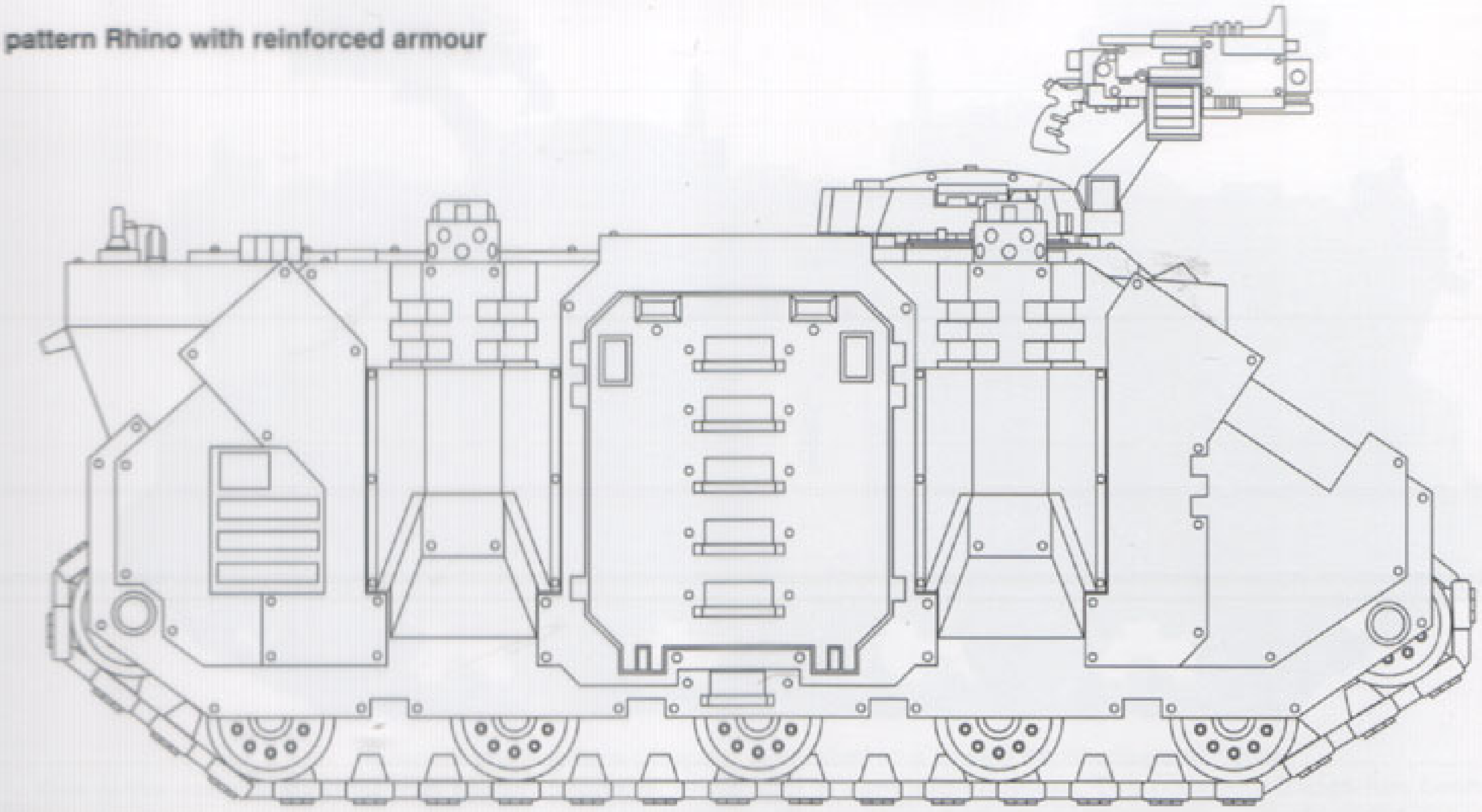
Pax Imperialis

Date 1224011.M40

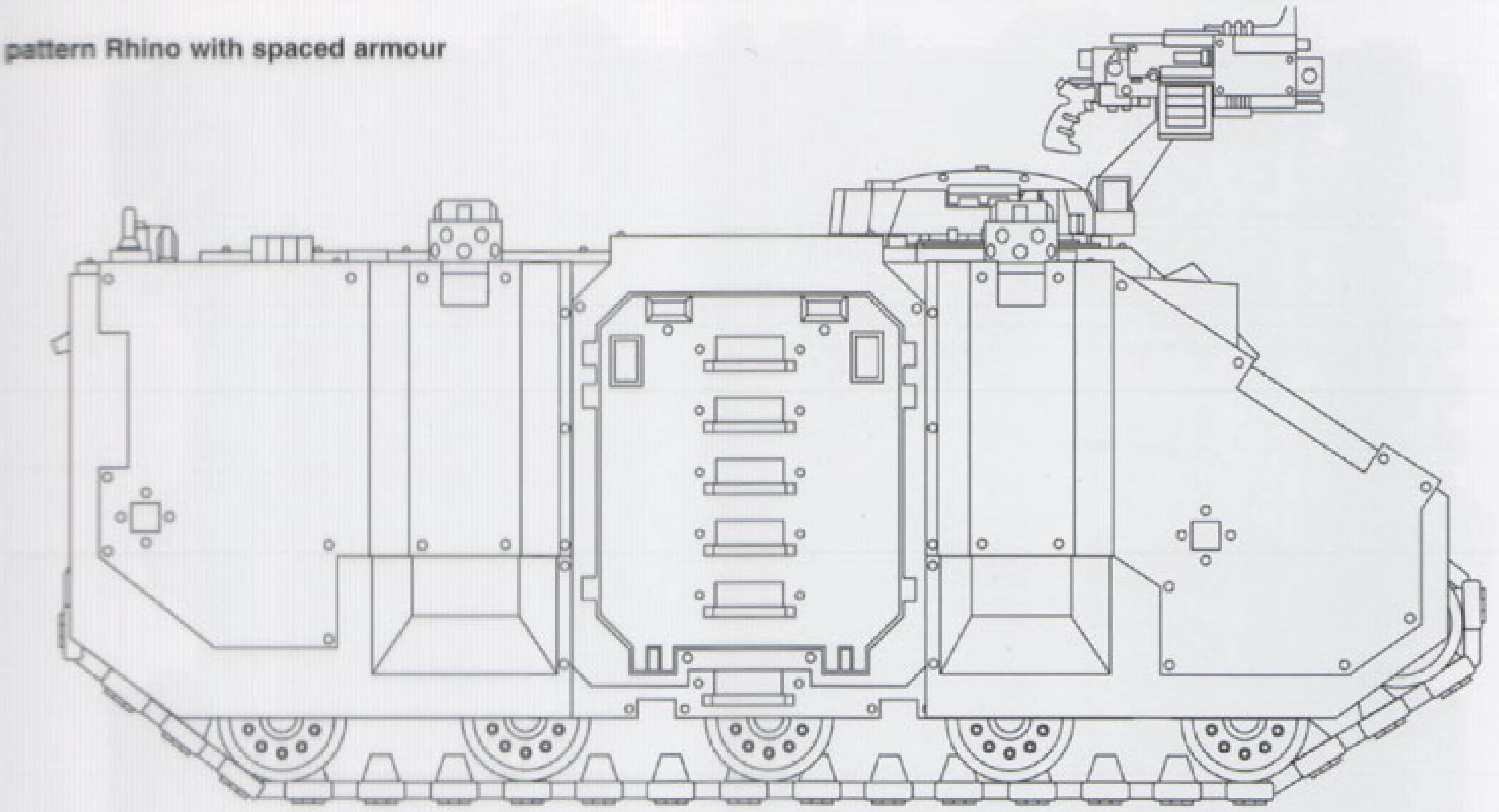
signature

Magos Fabricator

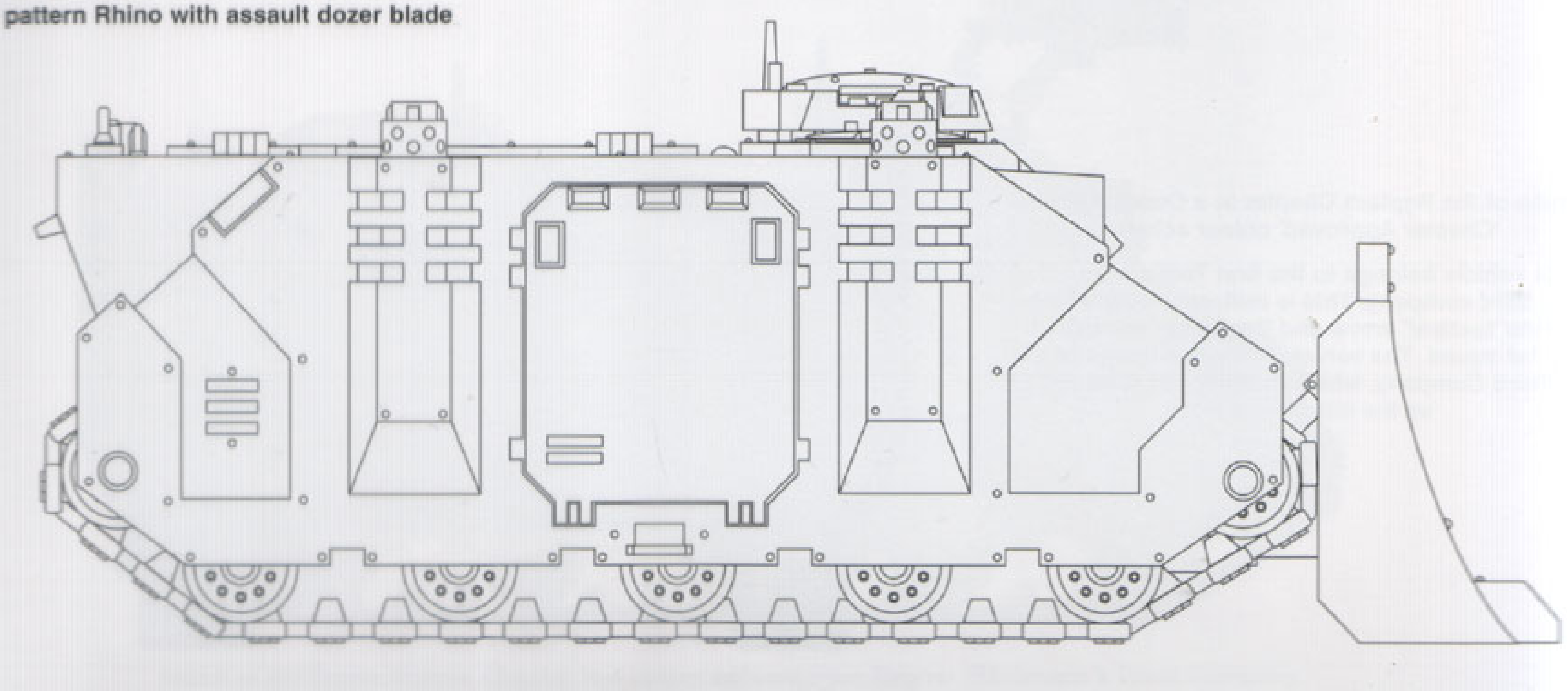
Mk IIc Mars pattern Rhino with reinforced armour

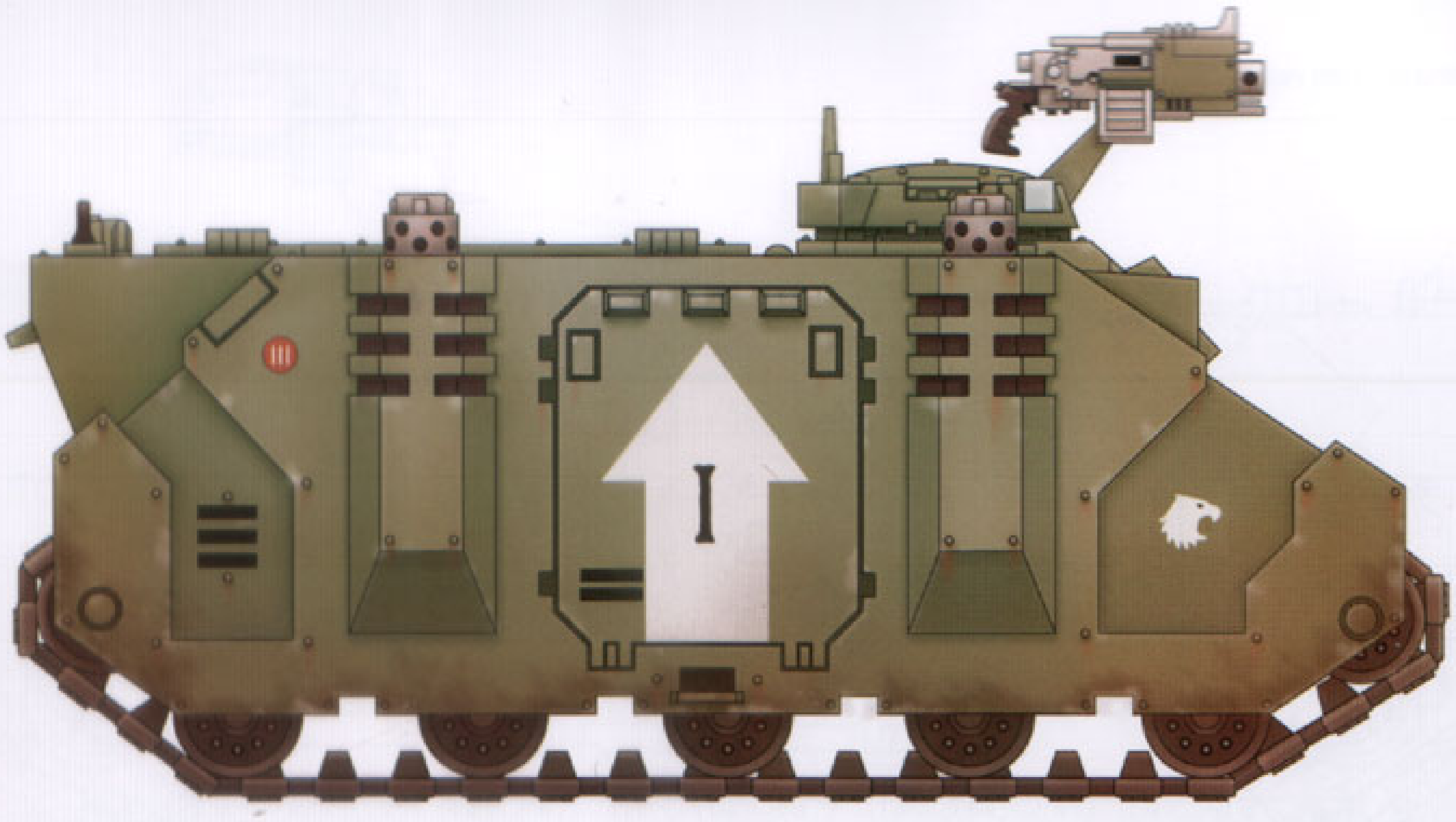


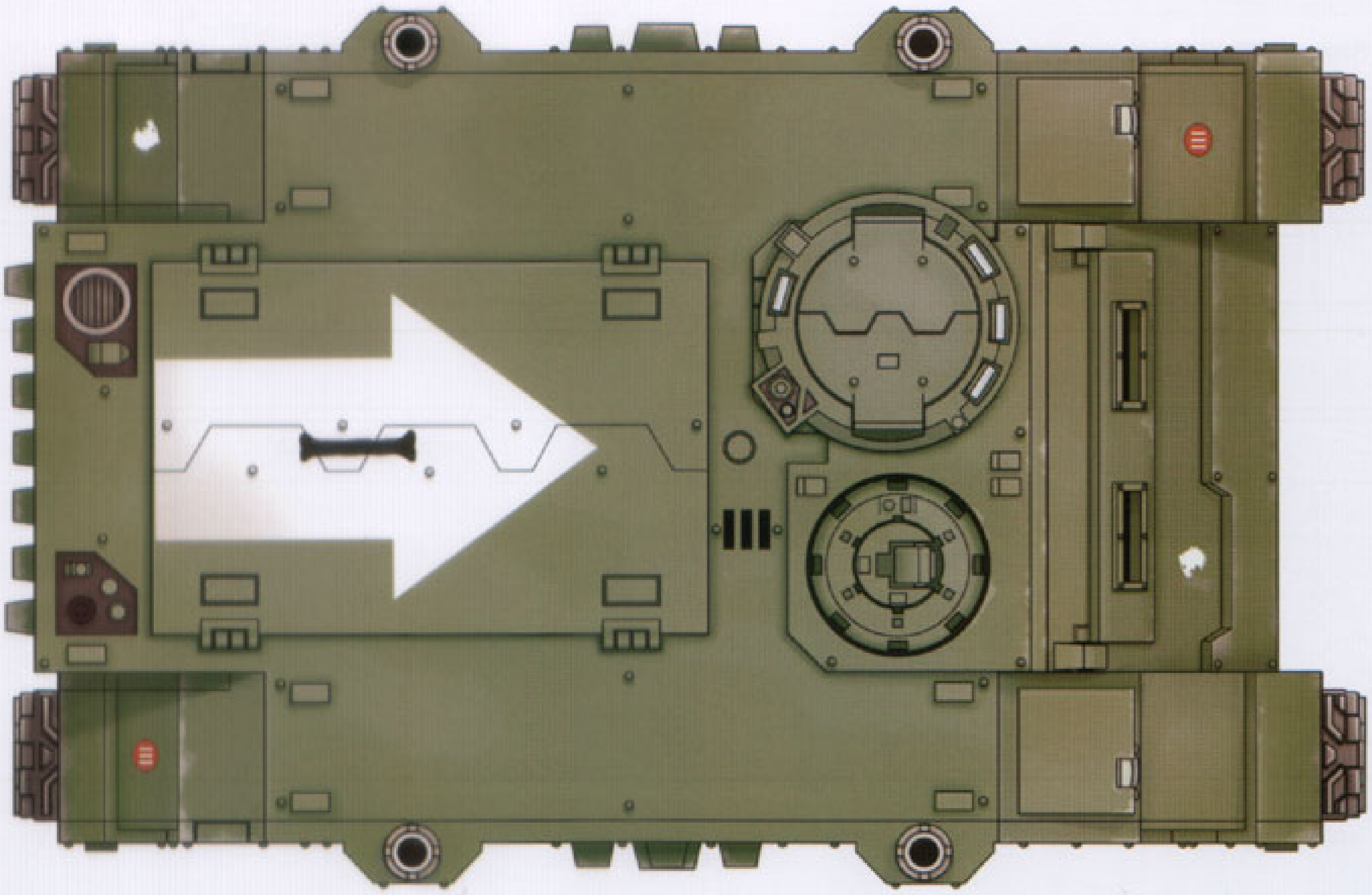
Mk IIc Mars pattern Rhino with spaced armour



Mk IIc Mars pattern Rhino with assault dozer blade

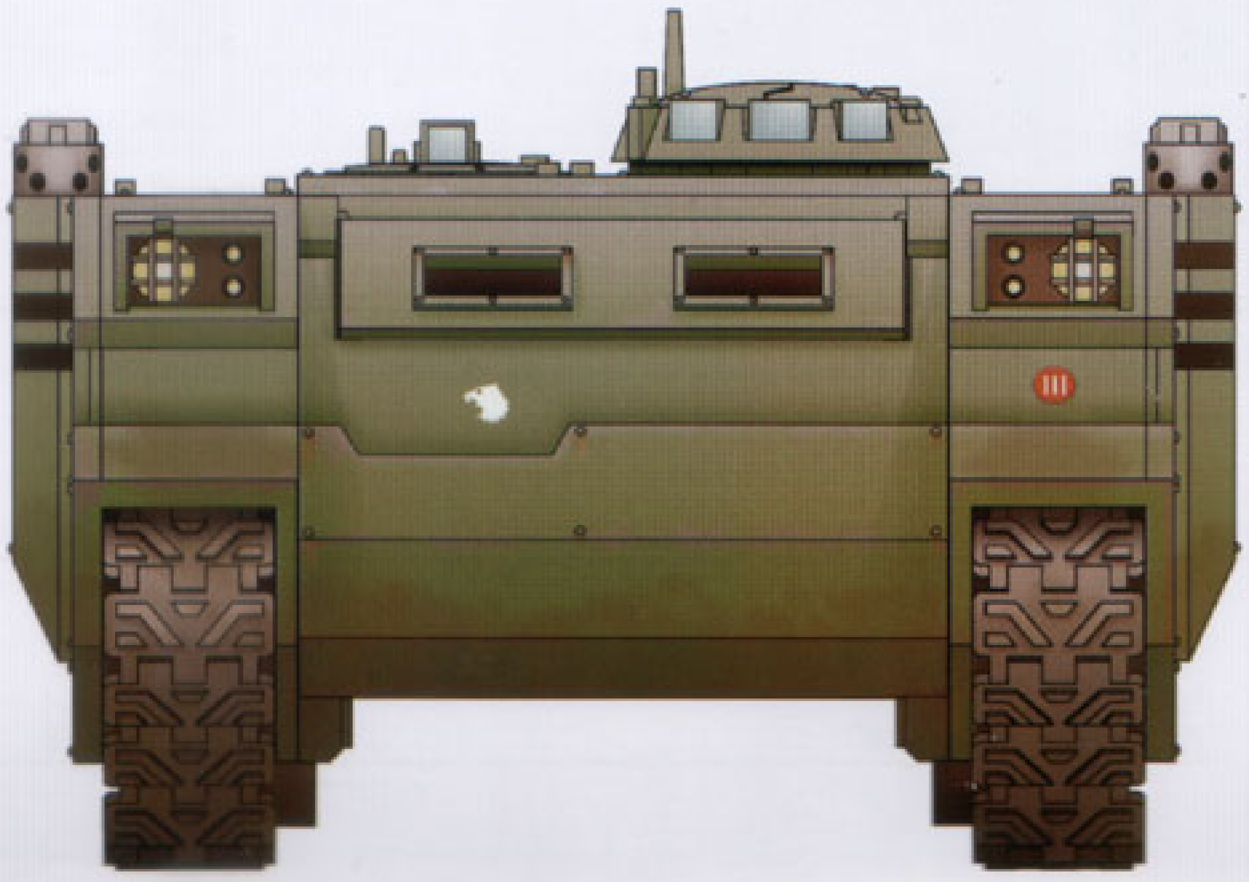


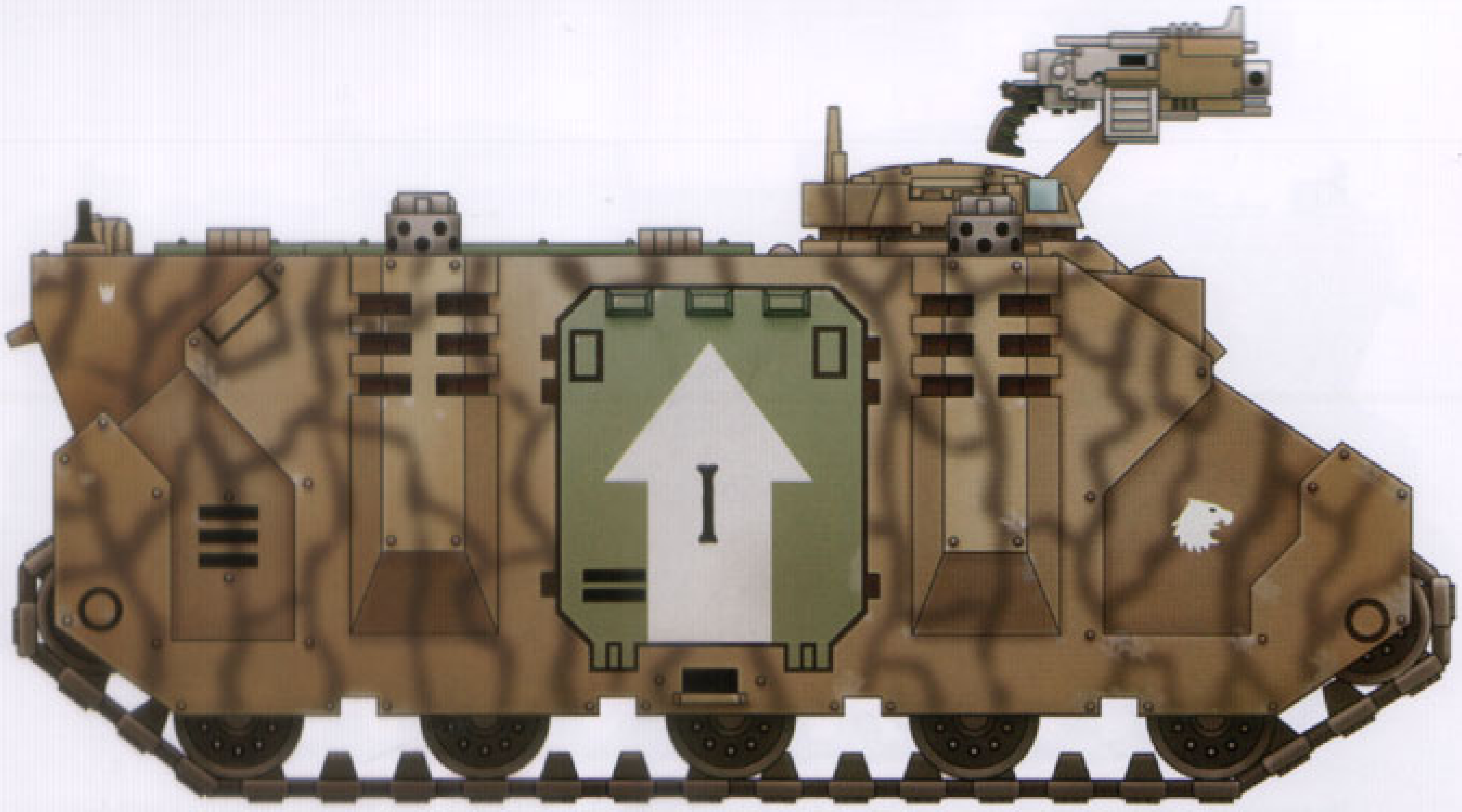




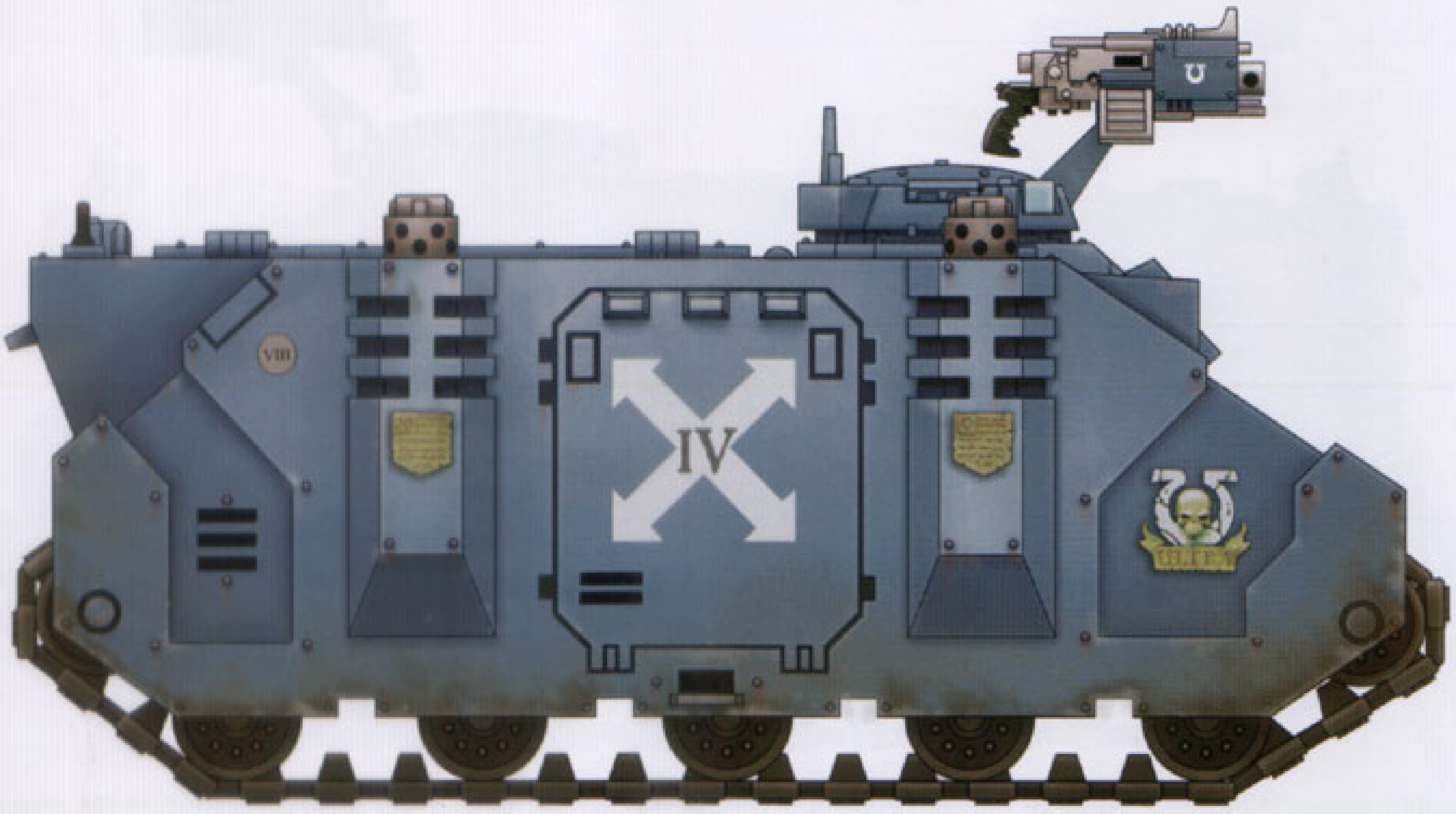
Rhino of the Raptors Chapter in a Codex Astartes 'Chapter Approved' colour scheme.

This vehicle belongs to the first Tactical squad of the third company. This is indicated by the large white 'tactical' arrow and the roman numeral 'I' for 1st squad. The vehicle bears the badge of the Third Company, which traditionally uses red as the company colour.

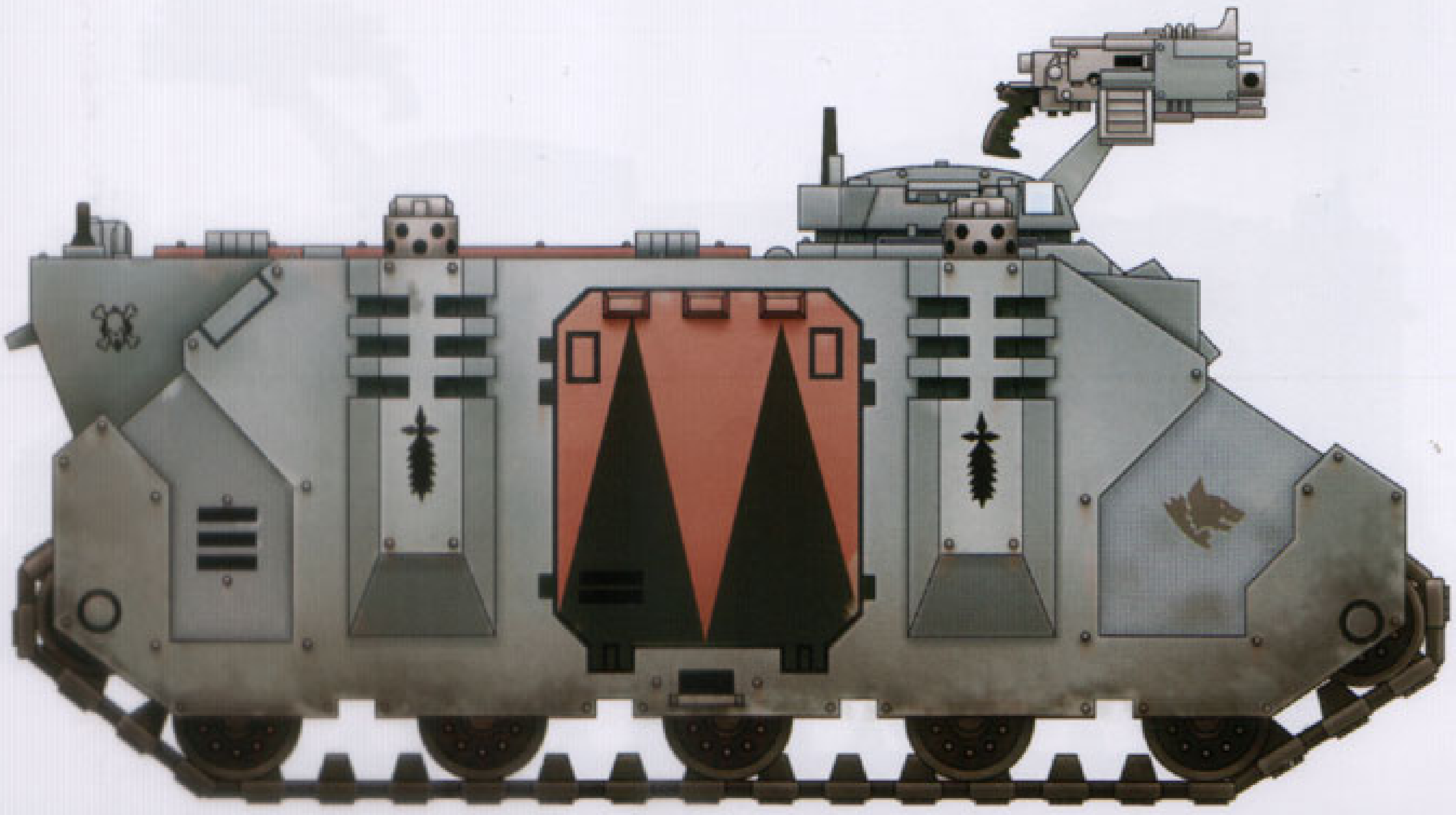




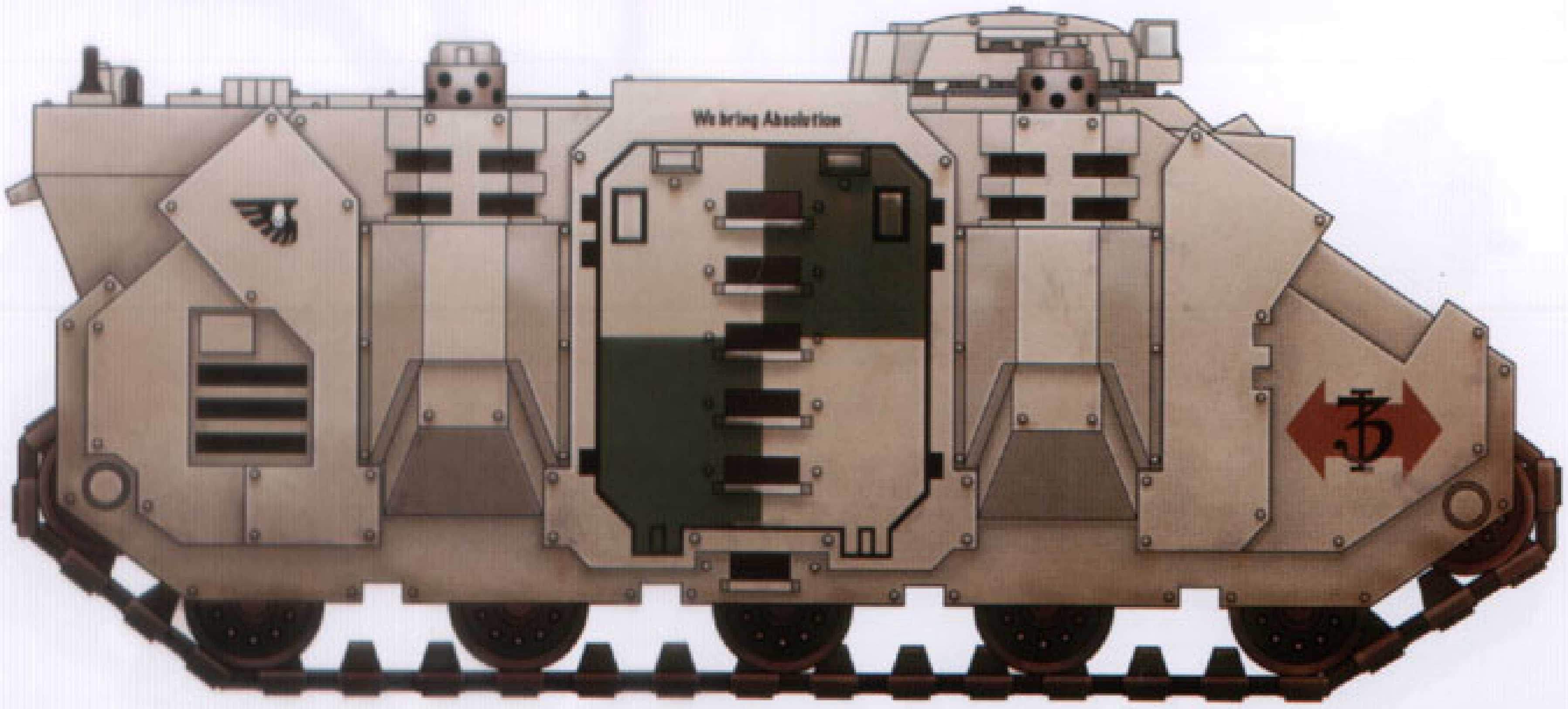
Rhino of the Raptors Chapter, repainted in a desert camouflage scheme.
This is the same vehicle as that shown opposite, re-painted in campaign colours. The company badge has been removed, and a 'crowned skull' campaign badge added.



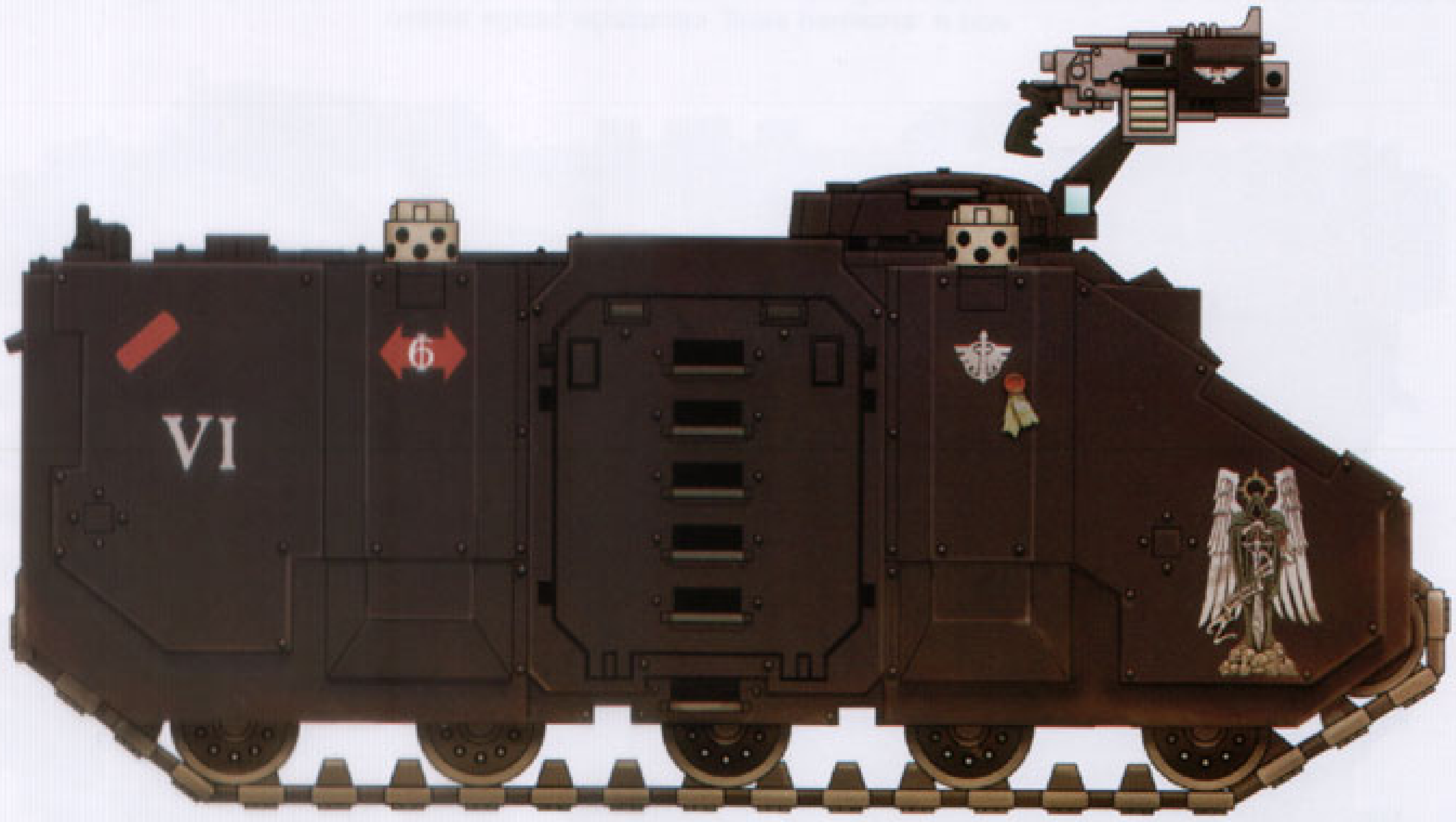
Rhino of the UltramarinesChapter in Codex colour scheme.
This vehicle belongs to the fourth assault squad of the eighth company.



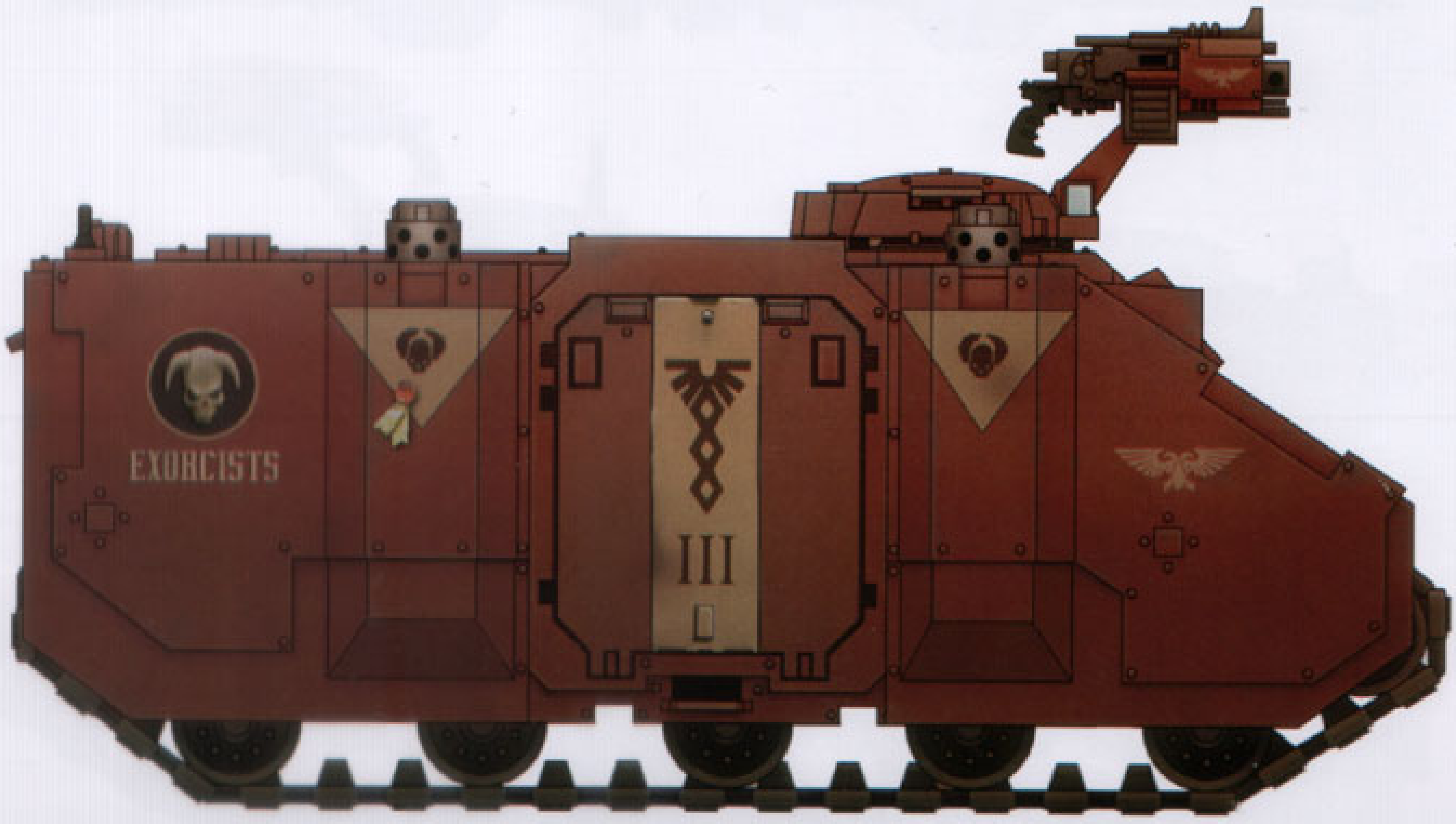
Rhino of the Space Wolves Chapter in a colour scheme from Ragnar Blackmane's Great Company.
As a non-Codex Chapter the Space Wolves use many colour scheme and decoration variants on Chapter vehicles, with each Wolf Lord given free rein to decorate the vehicles of his Great Company as he sees fit.



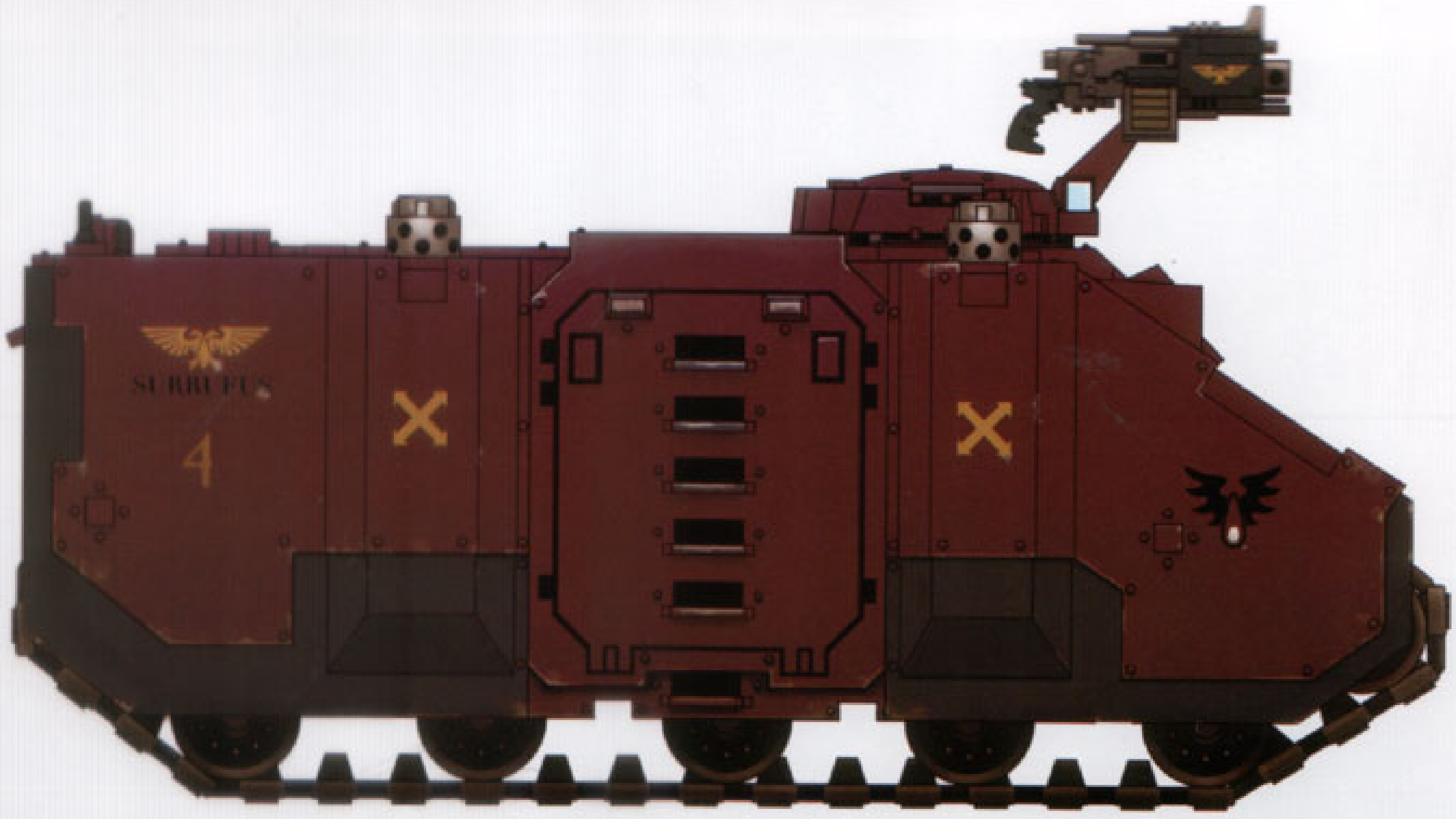
Rhino with reinforced armour of the Angels of AbsolutionChapter in a Codex colour scheme.
This vehicle belongs to the third company, but its marking do not identify which tactical squad.



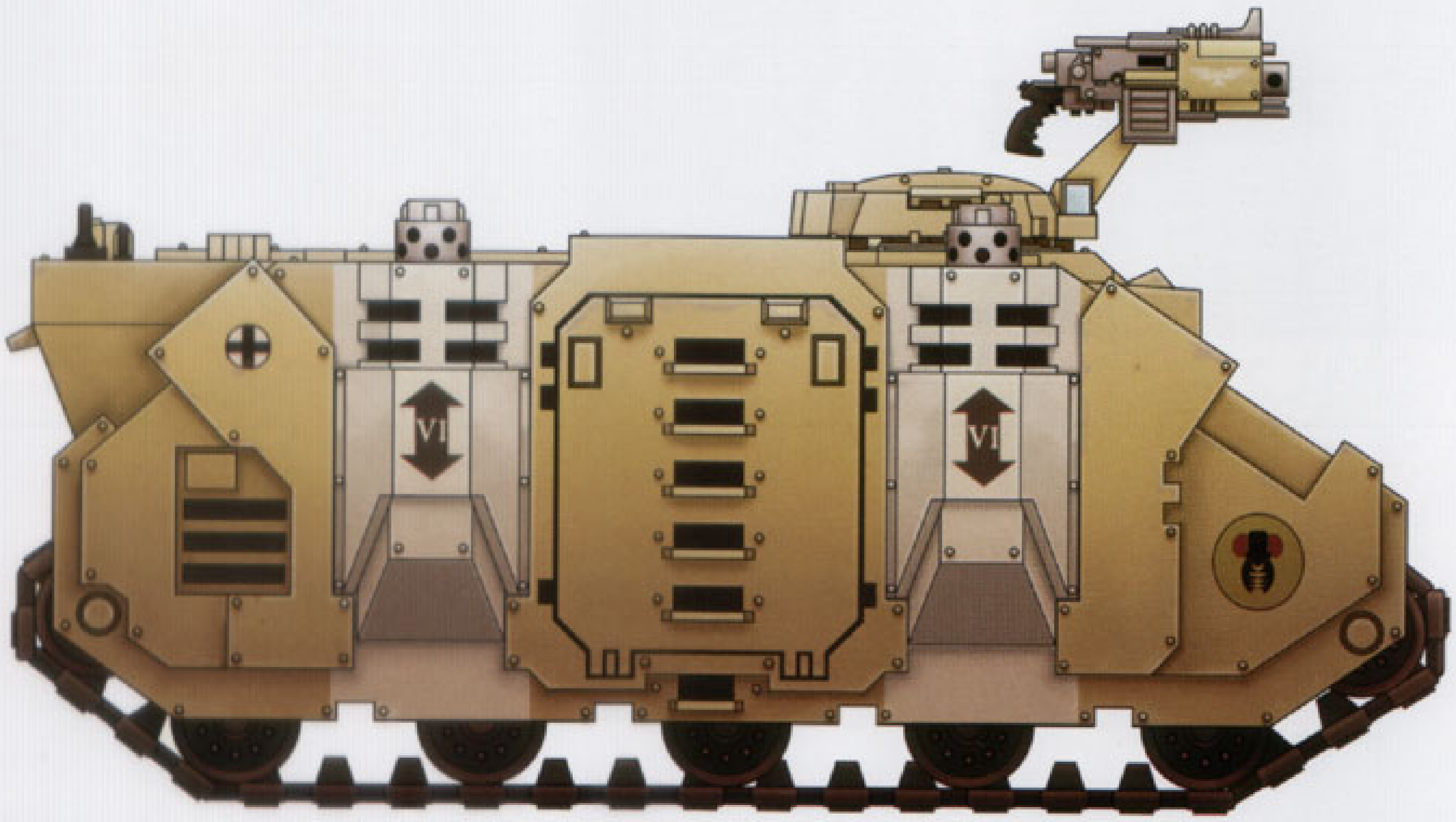
Rhino with spaced armour of the Dark Angels Chapter in a Codex colour scheme.
This vehicle belongs to the sixth tactical squad of the third company, who have earned the honour of carrying the Chapter symbol as a mural, after the squad's performance defending Koth Ridge during the Piscina Campaign.



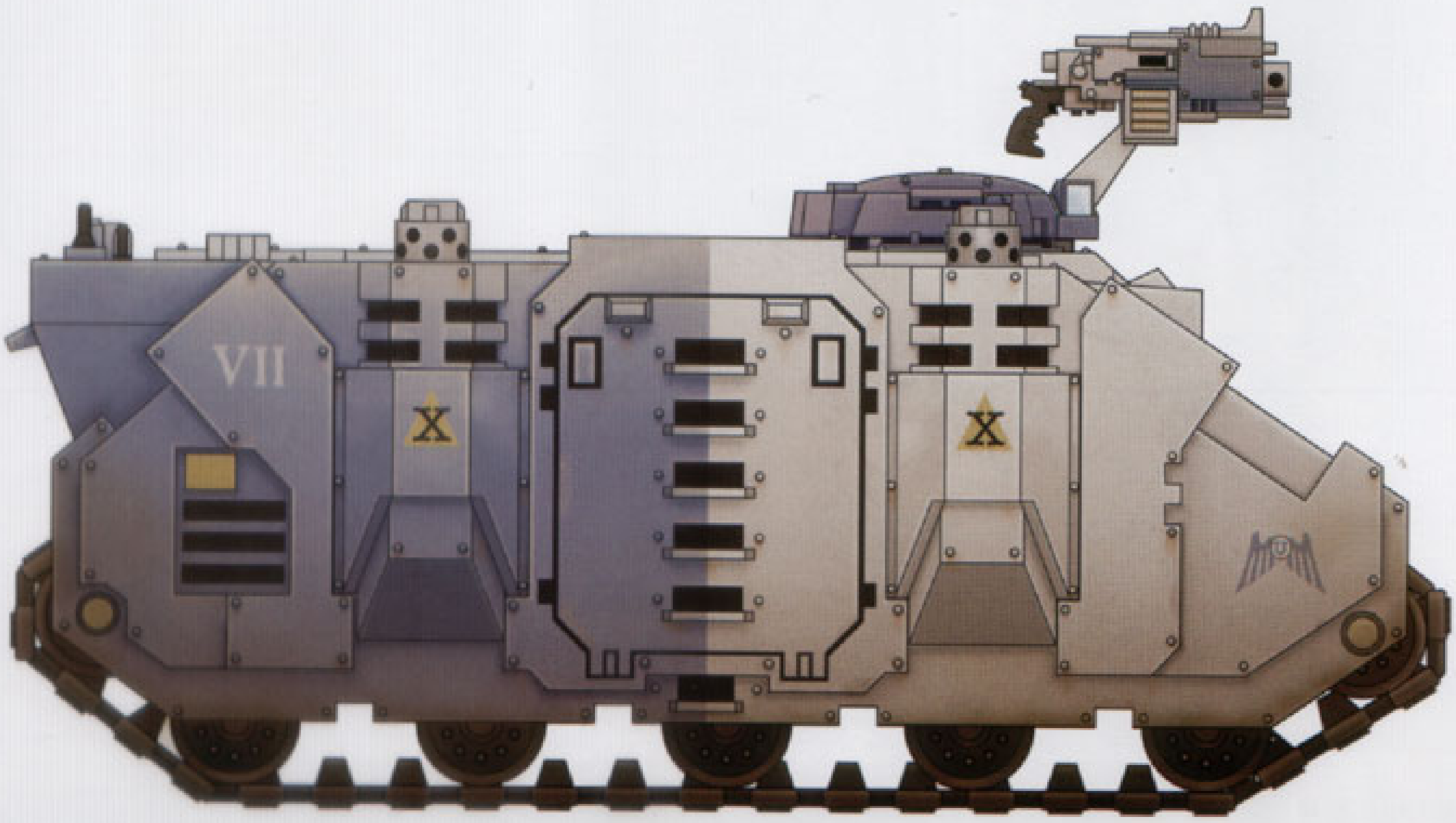
Rhino with spaced armour of the Exorcists Chapter. This vehicle belongs to the Apothecary of the third company.
As well as the Prime Helix symbol it also has the laurel wreath and skull badge,
indicating a veteran and a command unit respectively.



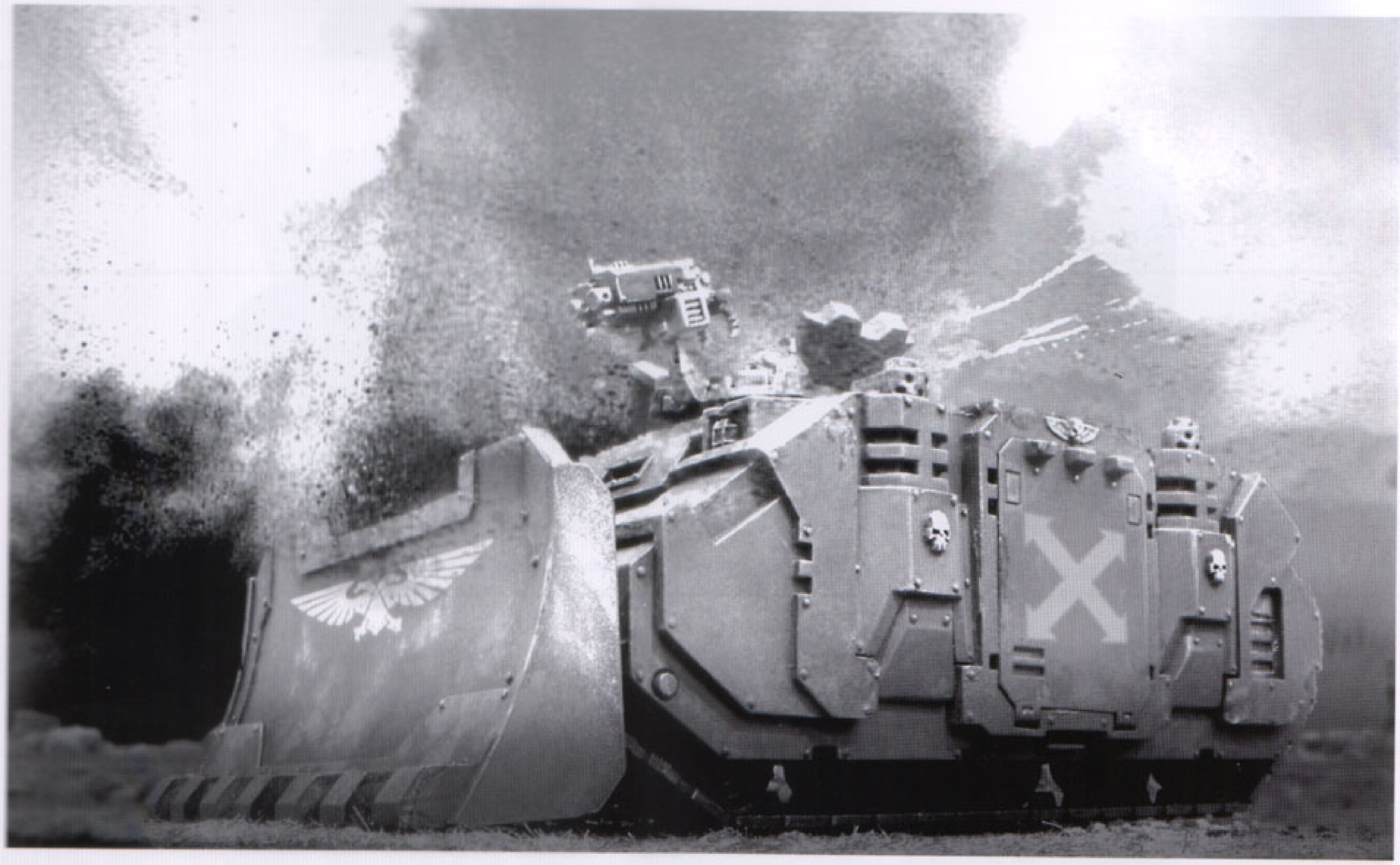
Rhino with spaced armour of the Angels Vermillion Chapter in a Codex colour scheme.
The markings show it belongs to an assault squad, with the vehicle bearing the name of the squad's veteran sergeant, 'Surrufus'.



Rhino with reinforced armour of the Mantis Warriors Chapter, in a codex colour scheme from the Centius Campaign.
This vehicle belongs to the fourth tactical squad of the veteran first company.



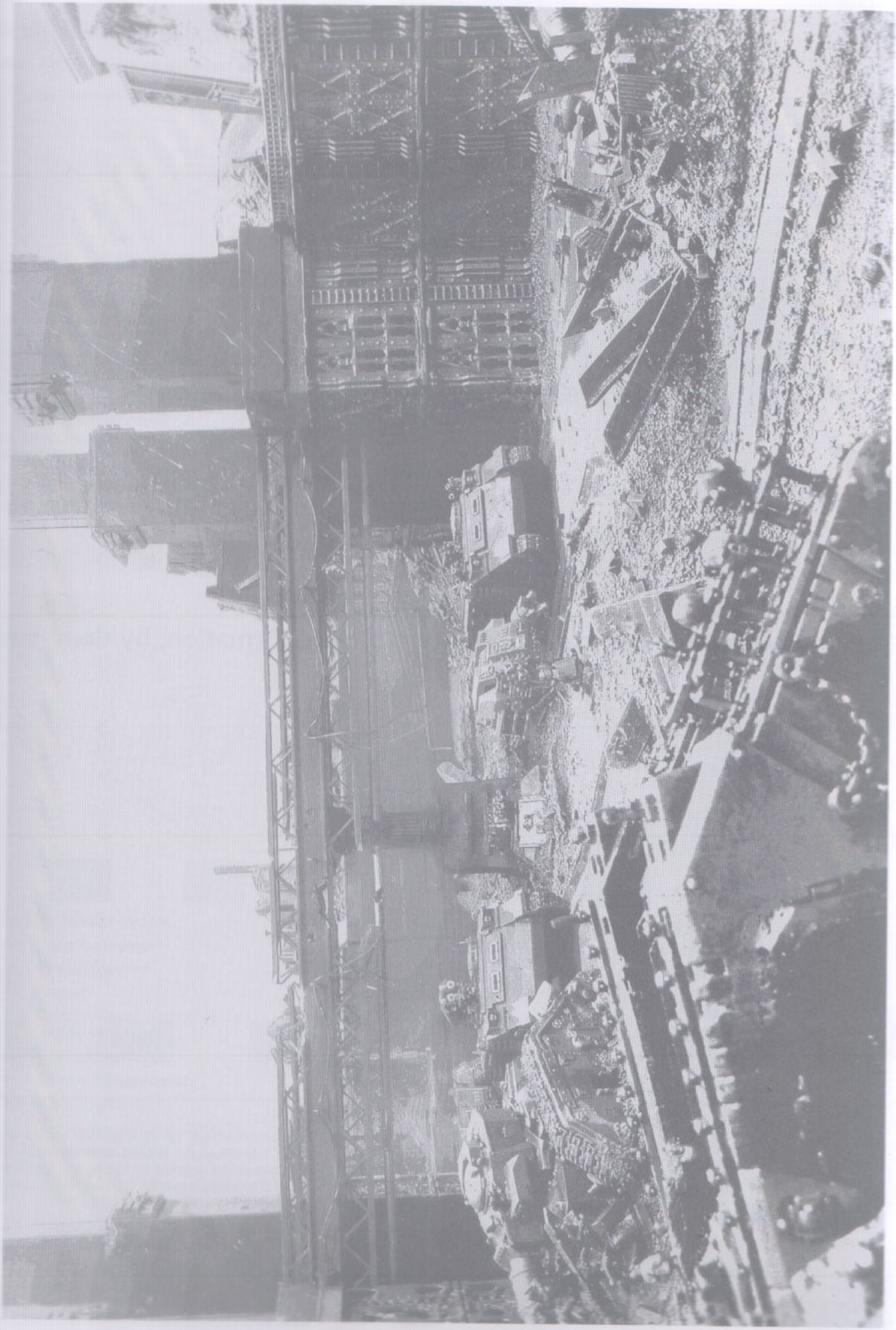
Rhino with reinforced armour of the Sons of Guilliman Chapter in a 'quartered' Codex colour scheme.
The yellow triangles indicate a vehicle of the second company. The 'X' may indicate tenth squad, one of the company's Devastator squads, but this cannot be confirmed.



Top: Showered in shrapnel, a Rhino of an unidentified Chapter is caught in an artillery barrage.

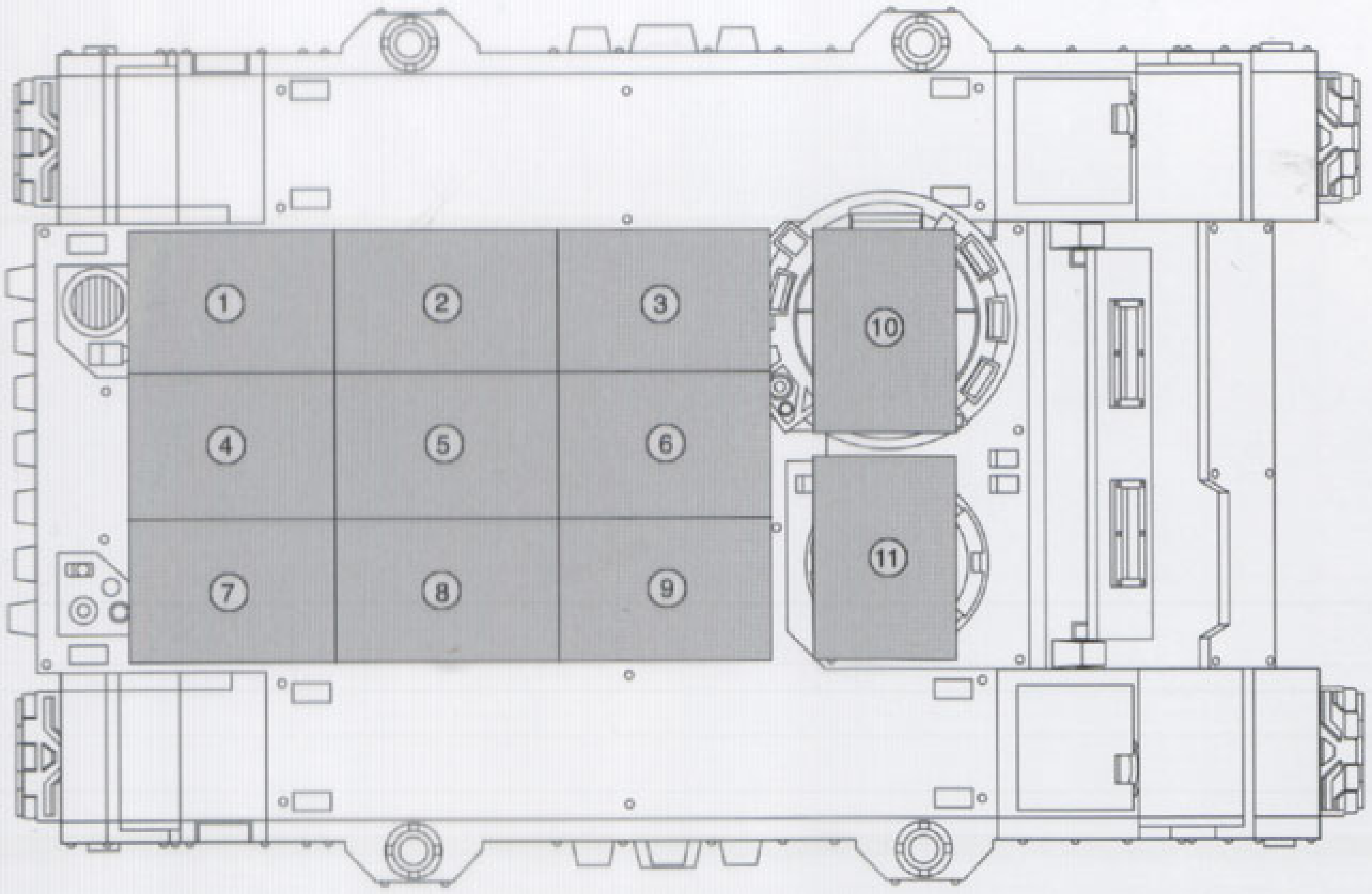
Above: A Rhino of the Red Scorpions Chapter during street fighting versus Eldar forces (location unknown). Note the spaced armour on this vehicle.

Right: A combat patrol from the Nova Marines Chapter sweep through the wreckage of battle during the Luxor Uprising.



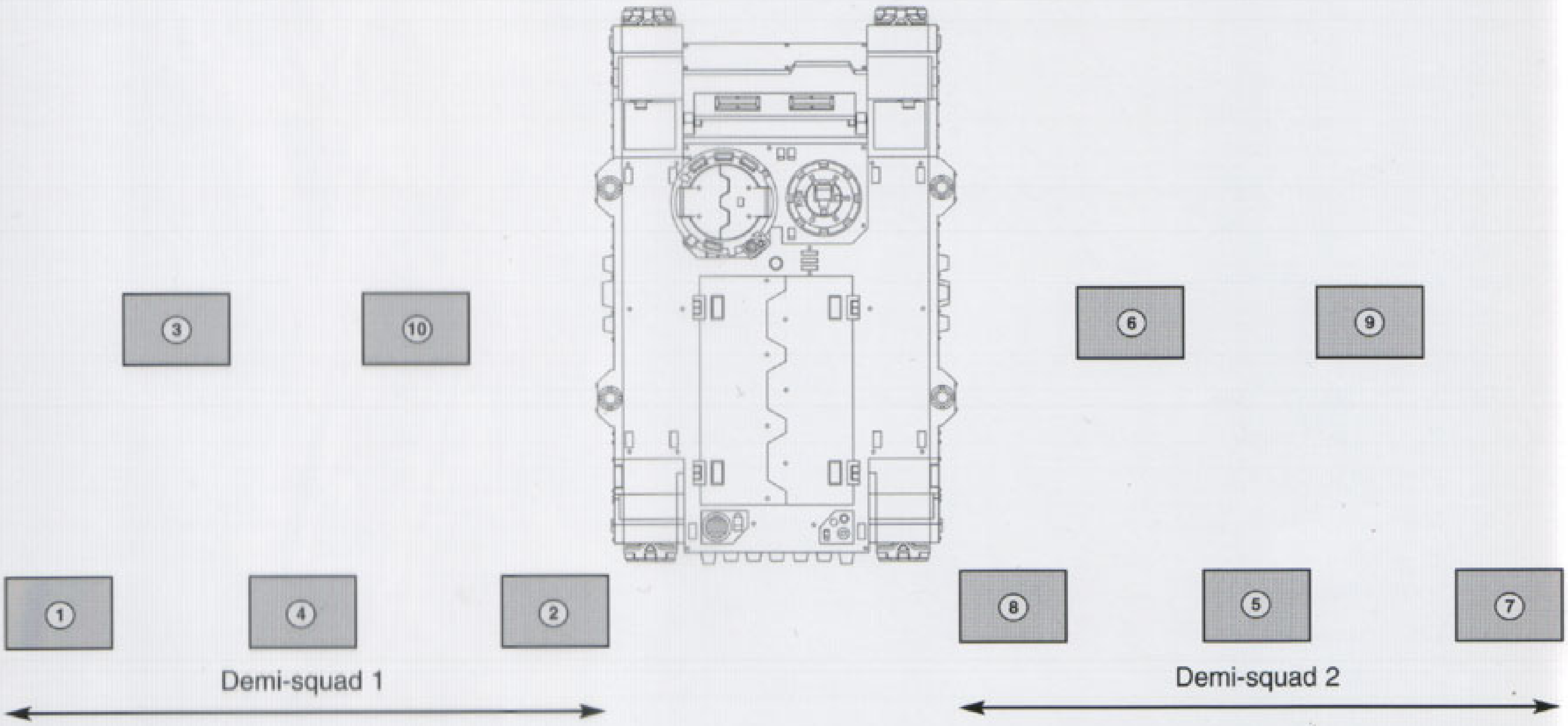
COMBAT FORMATIONS
Rhino carrying Tactical Squad

(example taken from Rampagers 6th company deployment during the Dabenlar III Campaign)



1. Special Weapons Space Marine (flamer)
2. Space Marine (bolter)
3. Space Marine (bolter), standing
4. Space Marine (bolter), standing
5. Heavy Weapon Space Marine (missile launcher), standing
6. Space Marine (bolter), standing
7. Veteran Space Marine (bolter)
8. Space Marine (bolter)
9. Space Marine (bolter), standing
10. Squad Sergeant (chainsword and bolt pistol)
11. Driver (bolt pistol)

COMBAT FORMATIONS
Tactical squad deploying from Rhino into open formation, by demi-squads



Exit the Rear Ramp in the following order:
1 and 7
4 and 5
2 and 8

Exit the side doors in the following order:
3 and 9
10 and 6

The composition of the demi-squads allows for demi-squad 1 to act as the assault element, led by the Sergeant and supported by the flamer, whilst demi-squad 2 provides covering fire with the missile launcher directed by the veteran trooper.

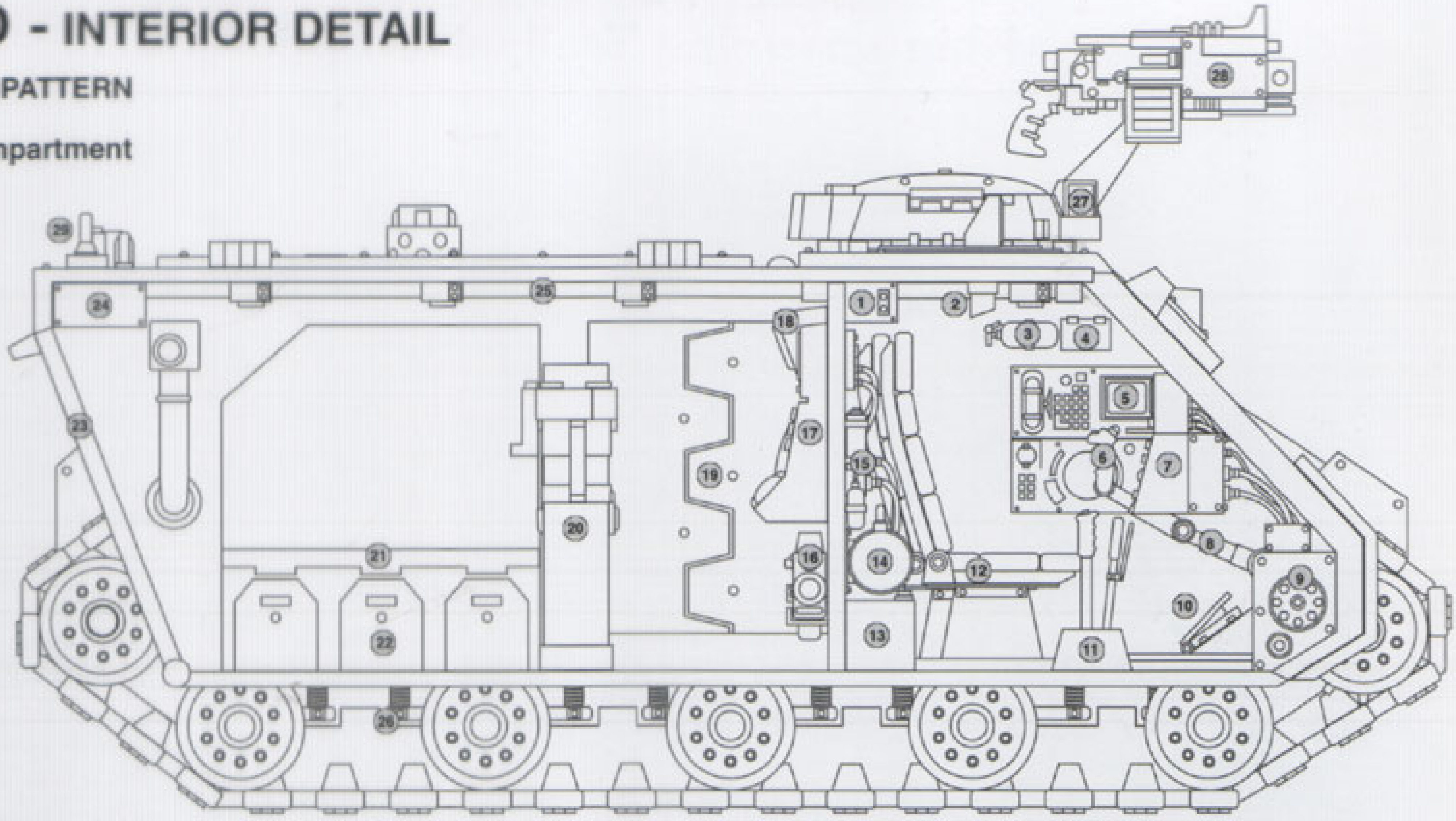
Such is the flexible nature of the Space Marine tactical squad that roles can be reversed or combined as the wider battlefield situation dictates.

Note the flamer is positioned on the extreme left, providing the best fields of fire, whilst the missile launcher is protected at the centre of squad 2.

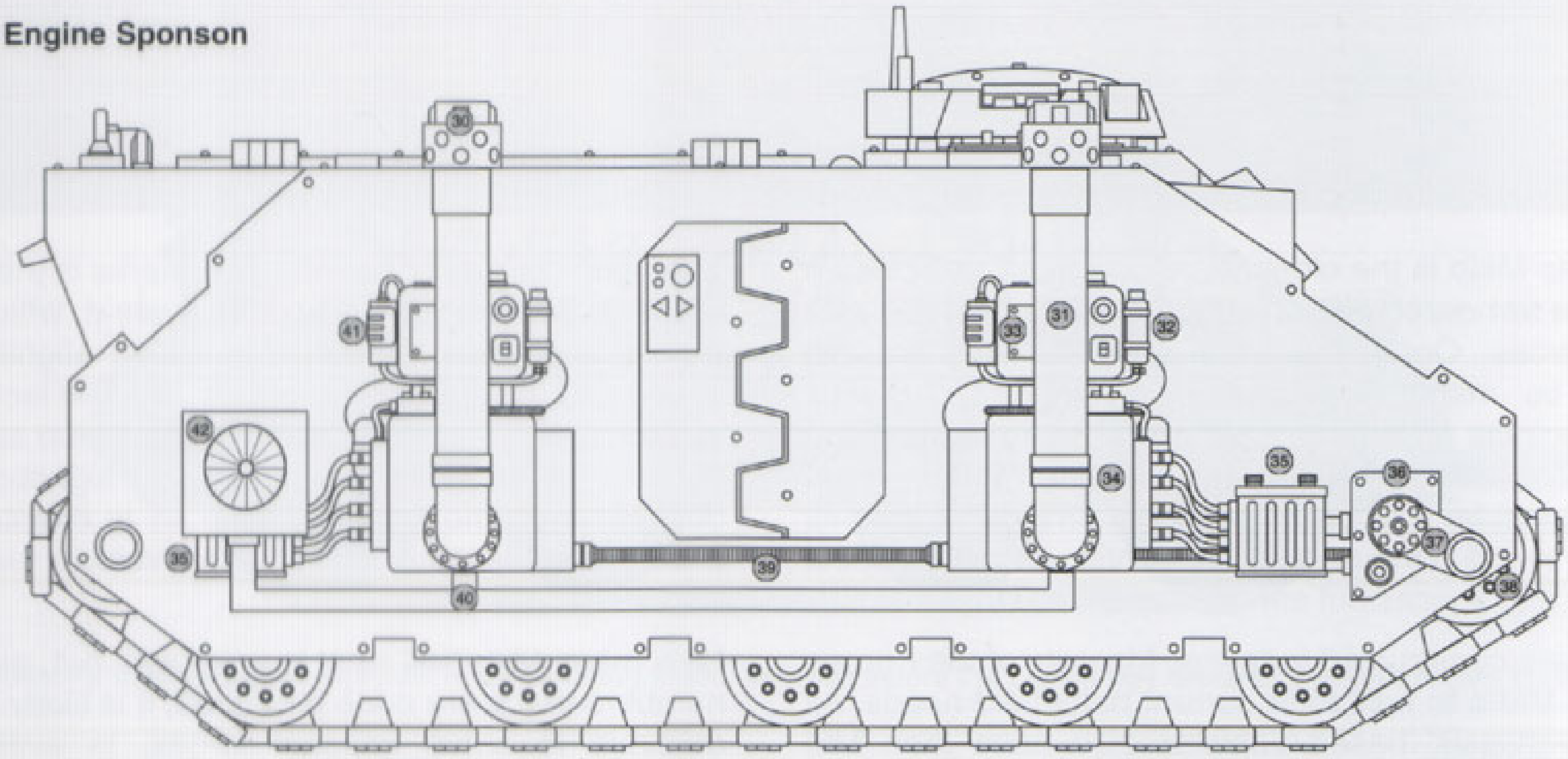
RHINO - INTERIOR DETAIL

MkIIc MARS PATTERN

Troop Compartment



Track and Engine Sponson



1. Air filtration controls
2. Driver's periscope
3. Fire extinguisher
4. Med-kit
5. Control console (tactical display, engine status display)
6. Drive column
7. Driver's control console
8. Steering column
9. Electric motor housing (see 36)
10. Driver's foot pedals
11. Brake levers
12. Driver's seat
13. Battery
14. Electrical generator
15. Transformer and internal power units
16. Bolter (stowed)
17. Squad control console
18. Monitor
19. Side doors (closed)
20. Missile launcher (stowed)
21. Seating (for two)
22. Stowage
23. Rear ramp
24. Comm-link unit
25. Air ducting from filtration unit
26. Suspension system
27. Commander's vision block
28. Storm bolter
29. Narrow band long-range comms-array
30. Exhaust shroud
31. Exhaust pipes
32. Coolant flask
33. Fuel tank
34. MkII Mars pattern adaptable thermic combustor reaction engine
35. Capacitor
36. Electric drive motor, with auxiliary drive shaft and lockable differential
37. Reduction gearbox casing
38. Drive wheel
39. Power coupling
40. Engine intake ducting
41. Regulator unit
42. Fan assisted air intakes (sealable)

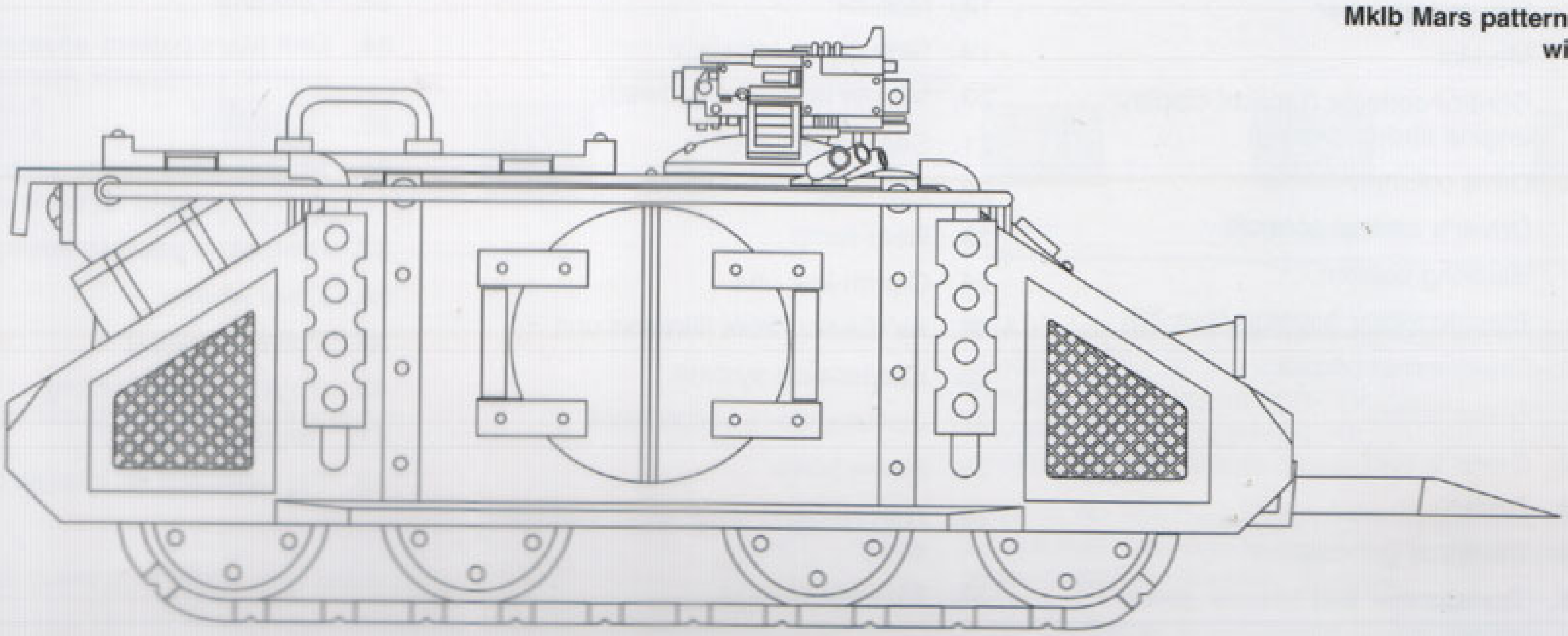
The Rhino MkIb is the oldest surviving mark and pattern of Rhino armoured personnel carrier still in service with Imperial forces. Once, the MkIb was produced in vast numbers, so many Space Marine Chapters, Adeptus Arbites precincts or Inquisitorial fortresses have surviving examples of this once-popular vehicle. Today most Chapters consider it to be an older pattern that is past its best, but it is still honoured and deserving of high respect for its long and successful service.

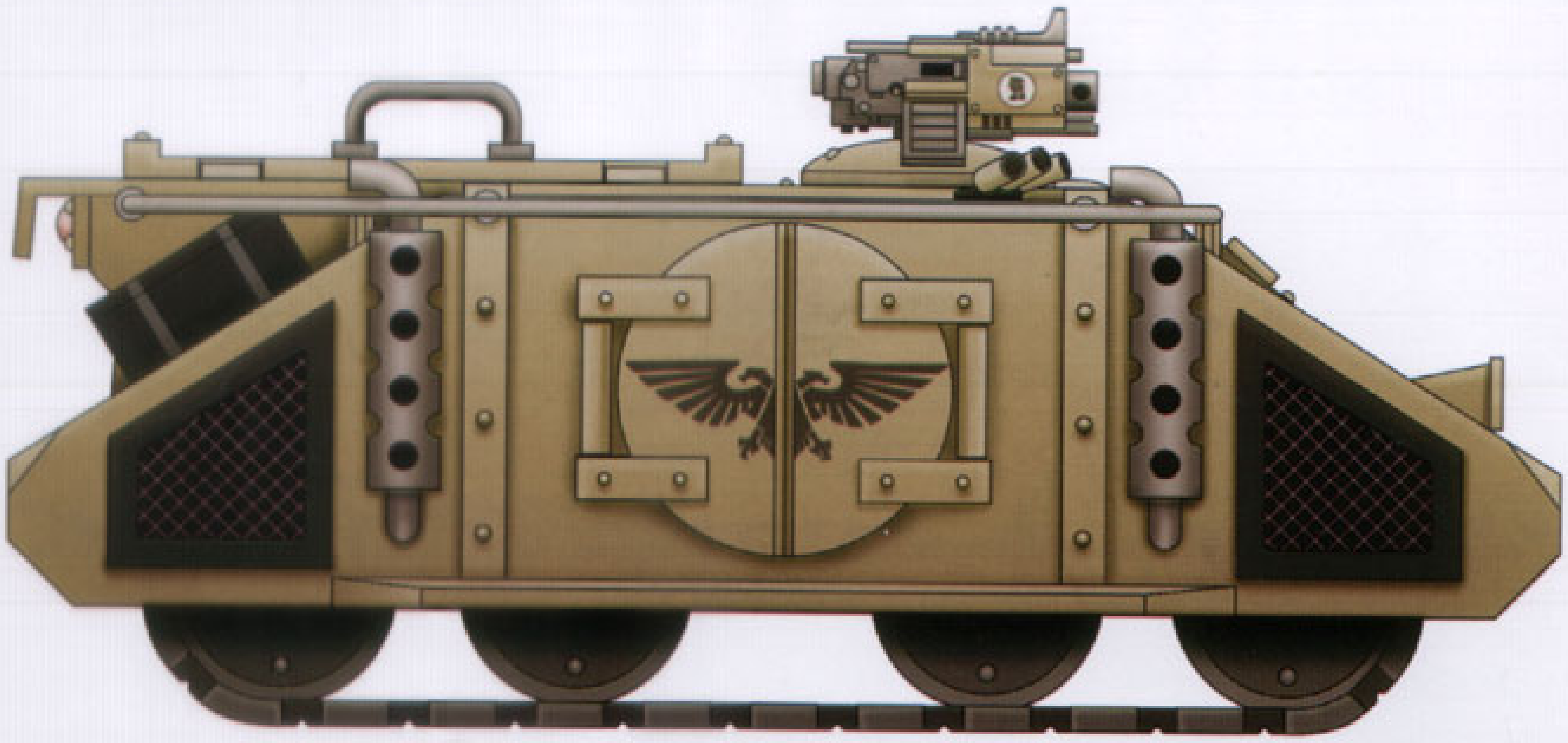
No MkIb's are constructed today; all Masters of the Forges look to the MkIIc to fulfil their current battlefield needs. All the 'Rhino-chassis' based vehicles also have their MkI equivalents, so Whirlwinds, Vindicators, Razorbacks and Predators have also seen service with this basic chassis, and some Chapters still retain examples of these vehicles as well.

The main difference between the marks is the construction of the vehicle's engine and drive system, which is far more robust in the MkIIc, with a resulting slightly higher top speed and load-bearing capacity. The MkI lacks the built-in system redundancy which make the Rhino such a reliable vehicle, although the MkI's more straightforward engine design has some benefits, such as in maintenance time, should the Machine Spirit of the vehicle fail or become corrupted.

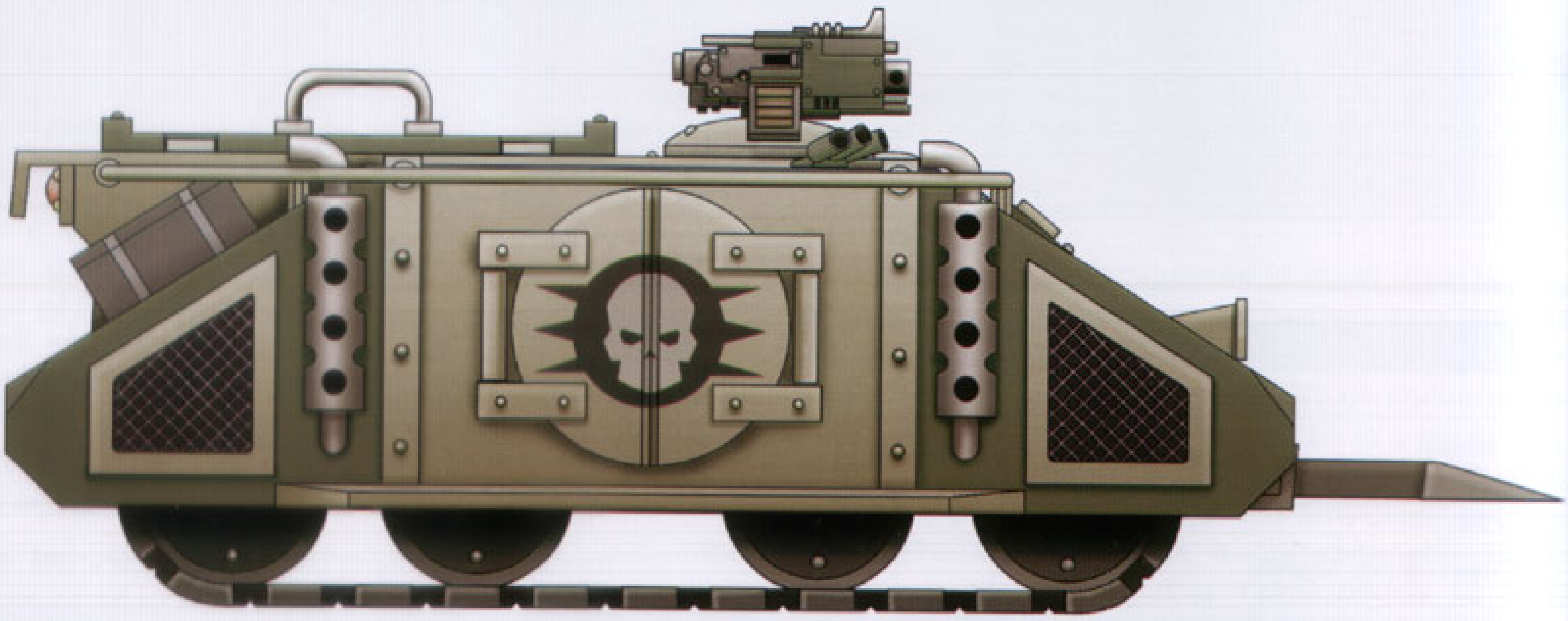
How many MkIs still exist is unknown, but, given the huge numbers that were once produced, it is likely that MkIs will continue to serve Imperial forces, in ever diminishing numbers, for some years yet.

MkIb Mars pattern Rhino with ram

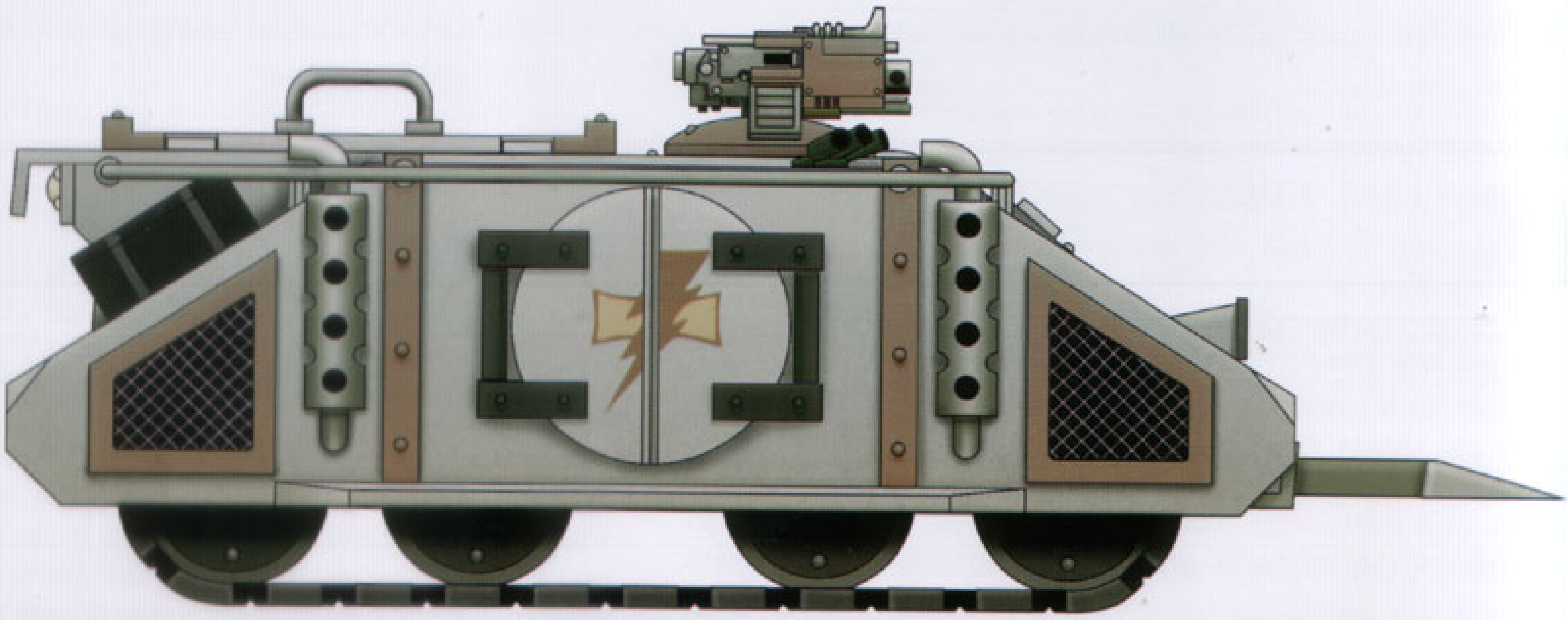




Mklb Rhino of the Imperial Fists Chapter, Codex colour scheme unaltered since the Chapter was first founded.



Mklb Rhino of the Death Guard Legion, in a pre-Heresy colour scheme, before the Legion was declared Excommunicate Traitoris.



Mklb Rhino of the White Scars Chapter, in a Codex colour scheme.

RHINO

	Points	Front Armour	Side Armour	Rear Armour	BS
Rhino	50	11	11	10	4

Thought for the day:
He who picks up
the sword against us,
shall perish by it

Type: Tank

Crew: Space Marine

Weapons: The Rhino is armed with a storm bolter.

Options: The Rhino may be given any of the following vehicle upgrades from the Space Marine Codex: dozer-blade, extra armour, hunter-killer missile, improved comms, pintle-mounted storm bolter, searchlight, smoke launchers.

Transport: The Rhino can carry up to ten Space Marines. It may not carry Terminators or Space Marines with jump packs.

Transport Option: The Rhino is a Transport choice for a Space Marine army.

Access Points: 3. The Rhino has two side doors and a rear ramp, any of which can be used as access points by the passengers.

Fire Points: 1

SPECIAL RULES

Reliable Engines: The Rhino is famously tough and reliable. If a Rhino is immobilised then in subsequent turns the driver may attempt to effect a temporary repair instead of shooting. Roll a D6 in the Shooting phase and on a 6 the vehicle is free to move. It doesn't matter how the immobilisation occurred – enemy fire, difficult ground or super-charged engine failure – in all cases the problem may be something easily fixed.

PREDATOR

DESTRUCTOR

The Predator is a variant of the basic Rhino chassis, equipped with superior armour protection and firepower, in favour of the troop transportation capacity. It provides heavy fire support to Space Marine squads in battle. Back in the Dark Age of Technology all Predators were of the 'Destructor' variant. Armed with an autocannon in a turret, the Predator Destructor, as it was later to become known, has served Mankind since the dawn of the Imperium.

Generally a Space Marine Chapter will maintain between 20 and 30 Predators of all types. The Master of the Forge is responsible for these vehicles and, on request, will issue those Predators he feels are suitable (based on the mission brief) to a task force commander. The Master of the Forge considers each vehicle his own charge and each must be treated with respect whilst on campaign. It must be kept properly maintained and all rites observed.

Service Record

The Predator first saw service during the Dark Age of Technology, when it was the standard battle tank of all Mankind's fighting forces. It was first built as a response to a newly encountered threat from a violent and warlike alien race – the Orks, barbarous savages who lived only for war and battle. Mankind's forces were having great difficulty in combatting the Orks' reckless headlong charges. Seeking new tactics and new weapons to defeat the Orks, the Predator came into being. With extra armour and heavy weapons a Predator could resist attacks from most Ork weapons, and the savages' primitive armour was no match for the autocannon and heavy bolters. It is a design that has withstood the test of time well. The first Predators were constructed with a small troop carrying capacity, but during the campaigns of the Great Crusade this capacity was gradually lost in favour of more ammunition stowage space, especially if the Predator was mounted with sponsons which became standard during the Great Crusade.

Notable Features

The Predator's armour is constructed of three main layers. The inner layer provides the main protection. Its a bonded ceramite/ adamantium alloy which provides protection equal to over five times the same width of conventional steel, whilst being lighter. The second layer is a reinforcing thermoplas with a sub-dermal energy dissipation fibre mesh, providing protection against extremes of heat and radioactivity. The outer layer is a non-magnetic acrylic identification sheath. In all, this corresponds to over 200mm of conventional steel on the front of the vehicle.

On the common Mars pattern MkIVb Predator Destructor, the main turret weapon is a Syrtis pattern autocannon, with automated ammunition feed, muzzle flash suppressor and discharge extractor. The weapon is slaved to a multi-spectral remote targeting surveyor and accuracy talisman and controlled by the vehicle's commander, who is also the vehicle's gunner.

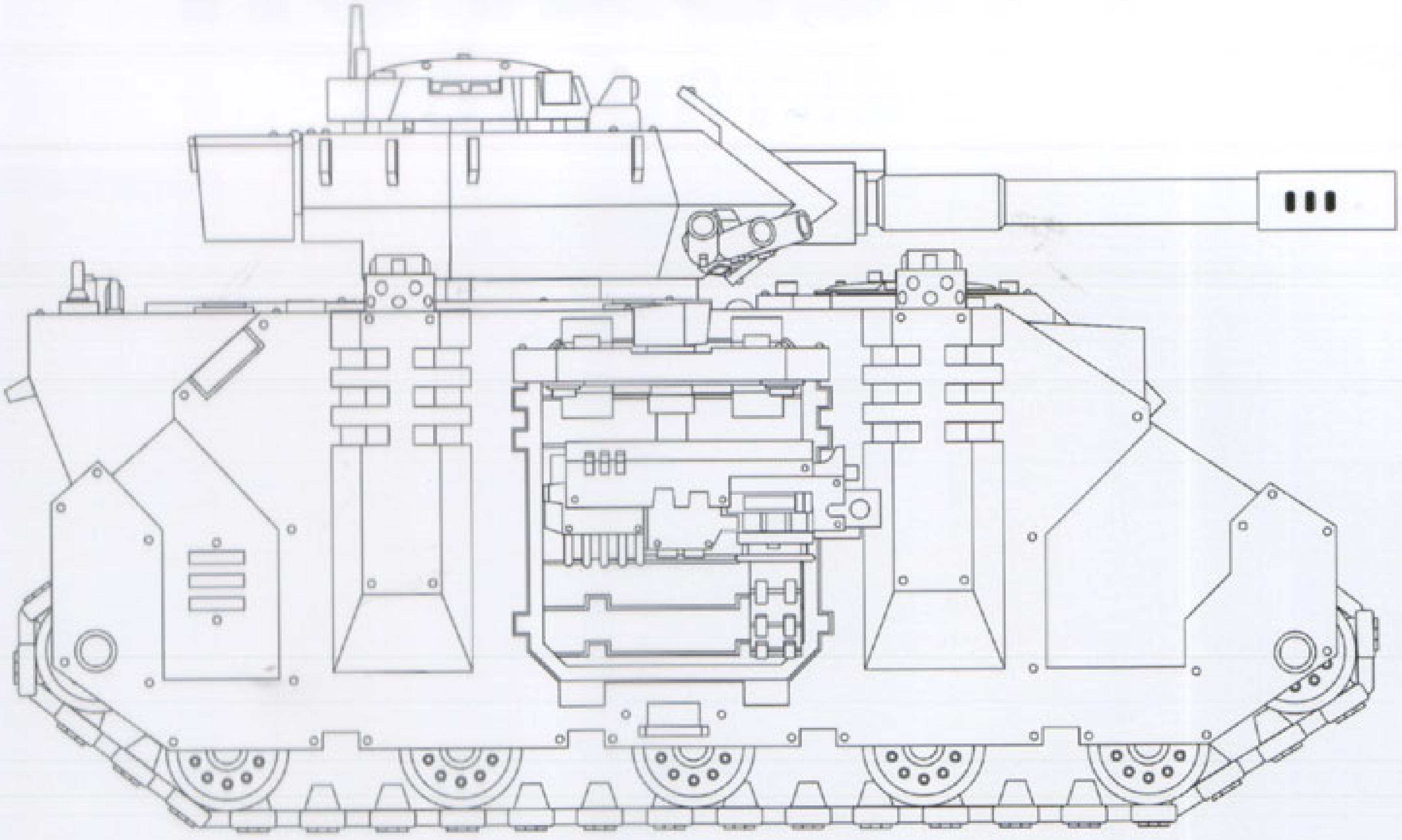
Sponson weapons are remotely operated from the turret, controlled by a multi-spectral remote targeting surveyor and protected by armoured cowling. The mount allows a variety of weapons to be fitted, with heavy bolters commonly chosen for close defence and lascannons for additional anti-armour firepower.

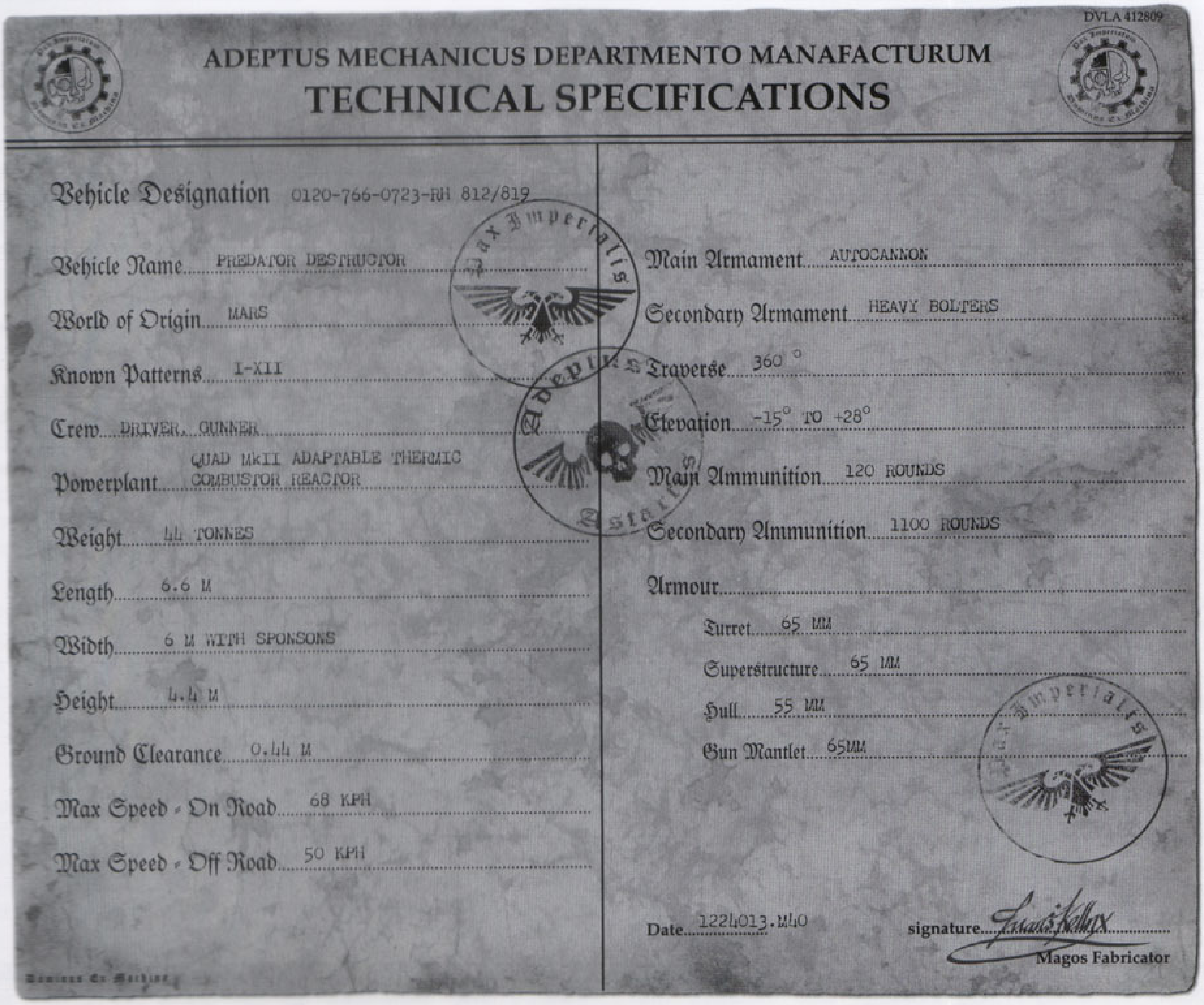
Construction

Because the Rhino is an extremely adaptable design, which features built-in compatibility with many standard weapon and drive systems, it is used as the basis of many Space Marine vehicles. It is easily converted into many standard and specialised variants, of which the Predator is amongst the most common.

Predators are constructed in a Chapter's forges, alongside Rhinos. The Techpreists will earmark a set number of Rhino chassis to become Predators, Whirlwinds and other variants.

Mars pattern MkIV Predator Destructor with heavy bolter sponsons





DVLA 412809

ADEPTUS MECHANICUS DEPARTMENTO MANAFACTURUM
TECHNICAL SPECIFICATIONS

Vehicle Designation 0120-766-0723-RH 812/819

Vehicle Name PREDATOR DESTRUCTOR

World of Origin MARS

Known Patterns I-XII

Crew DRIVER, GUNNER

Powerplant QUAD MkII ADAPTABLE THERMIC COMBUSTOR REACTOR

Weight 44 TONNES

Length 6.6 M

Width 6 M WITH SPONSONS

Height 4.4 M

Ground Clearance 0.44 M

Max Speed - On Road 68 KPH

Max Speed - Off Road 50 KPH

Main Armament AUTOCANNON

Secondary Armament HEAVY BOLTERS

Traverse 360 °

Elevation -15° TO +28°

Main Ammunition 120 ROUNDS

Secondary Ammunition 1100 ROUNDS

Armour

Turret 65 MM

Superstructure 65 MM

Hull 55 MM

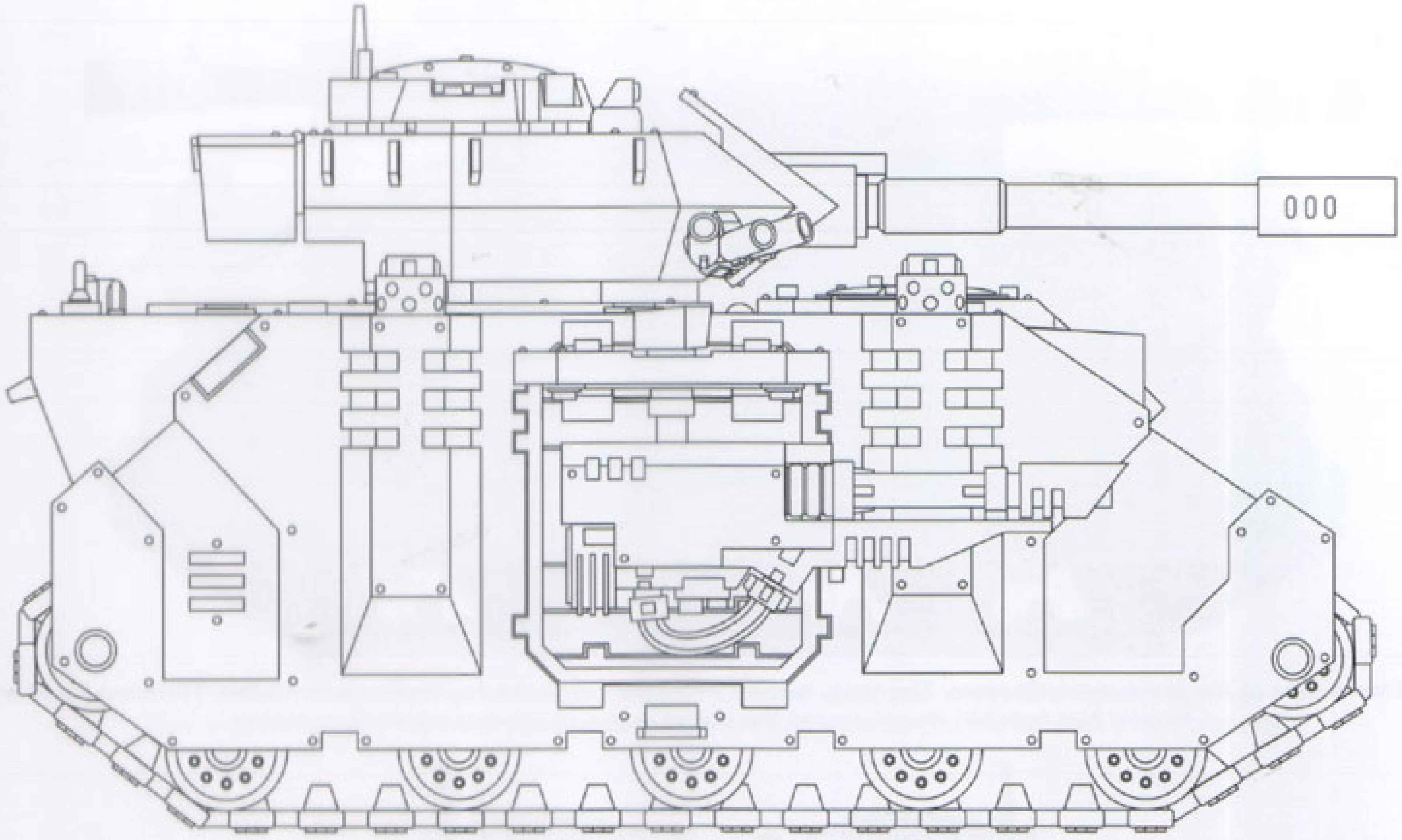
Gun Mantlet 65MM

Date 1224013.M40

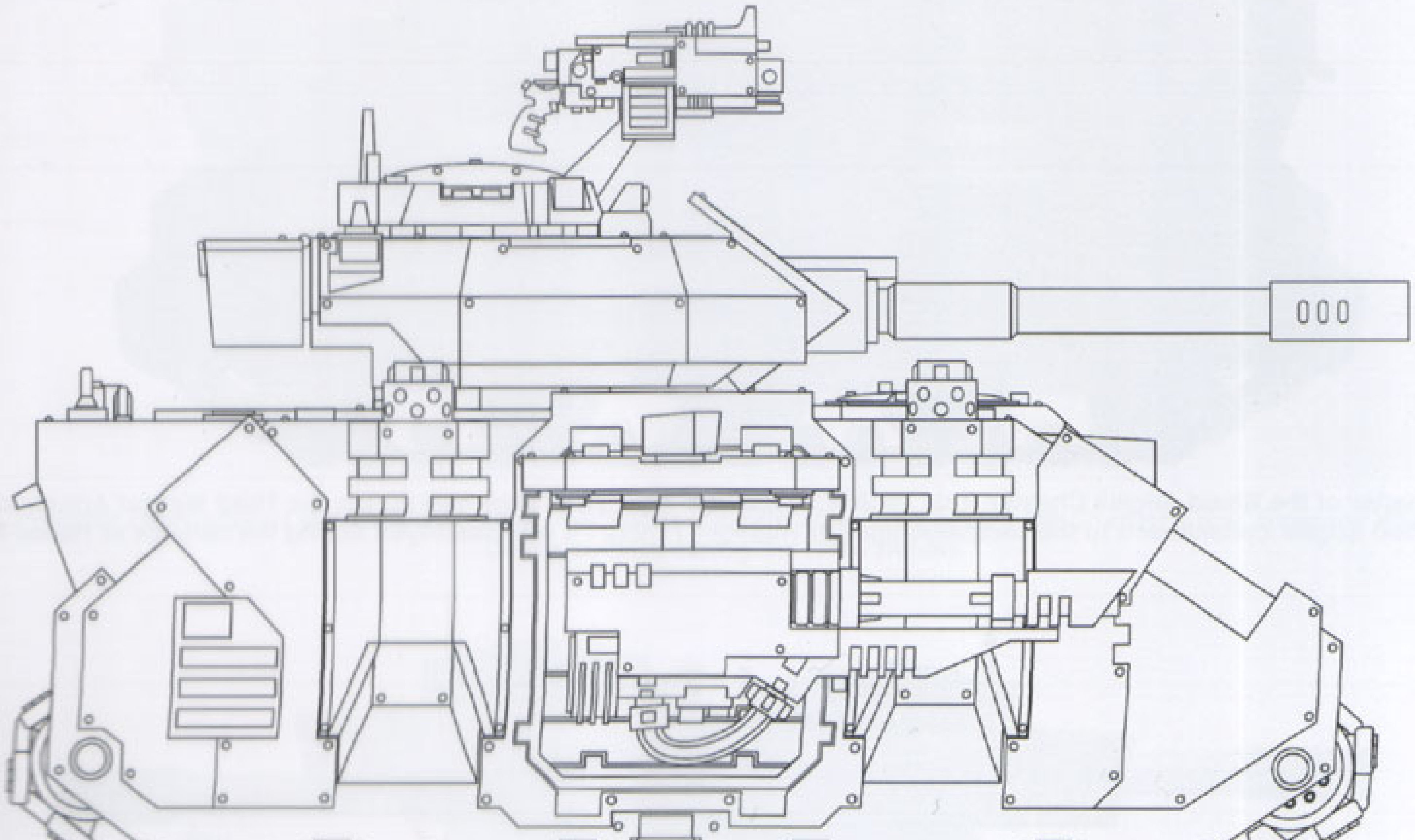
signature

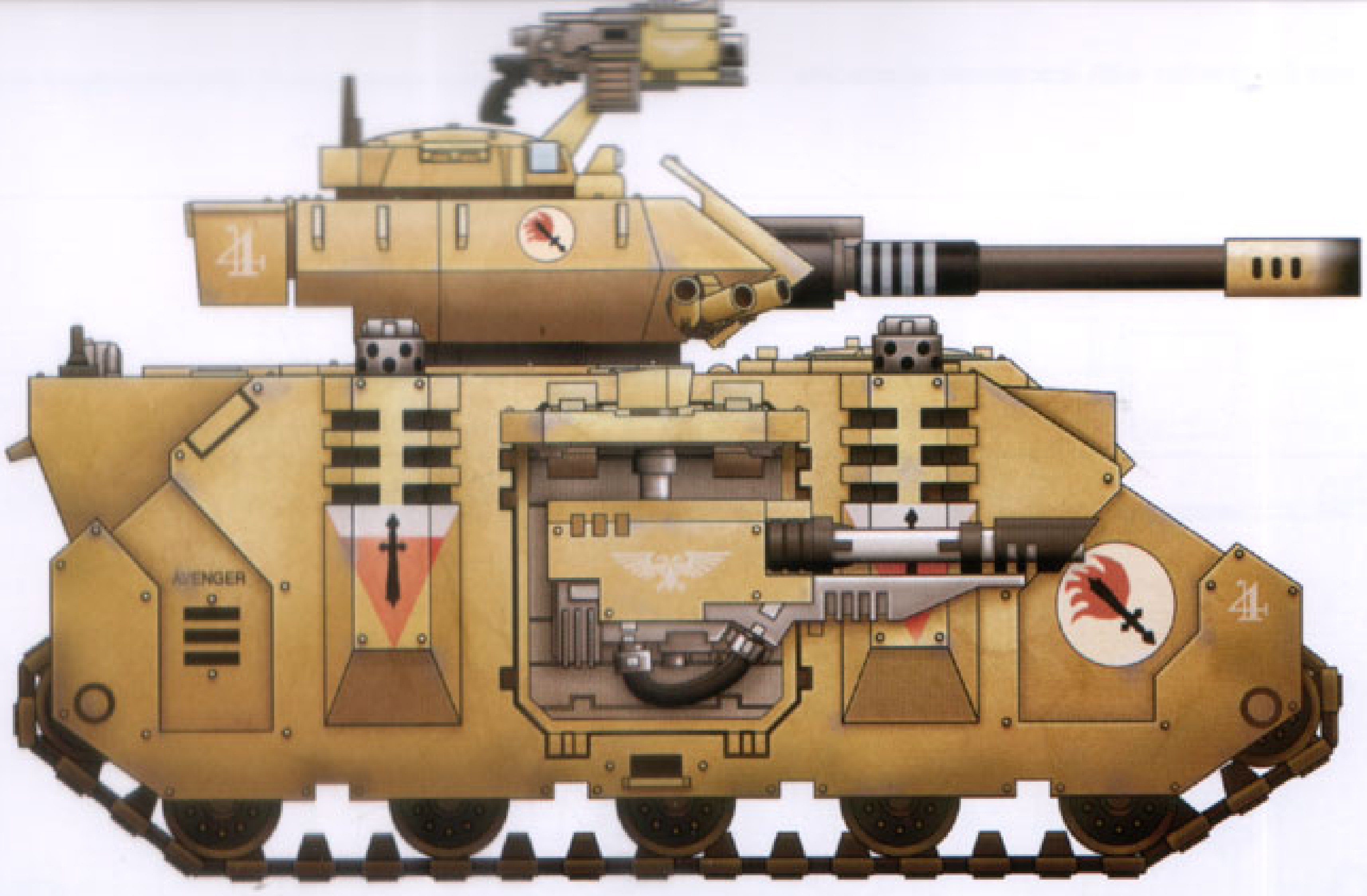
Magos Fabricator

Mars pattern MkIV Predator Destructor with lascannon sponsons

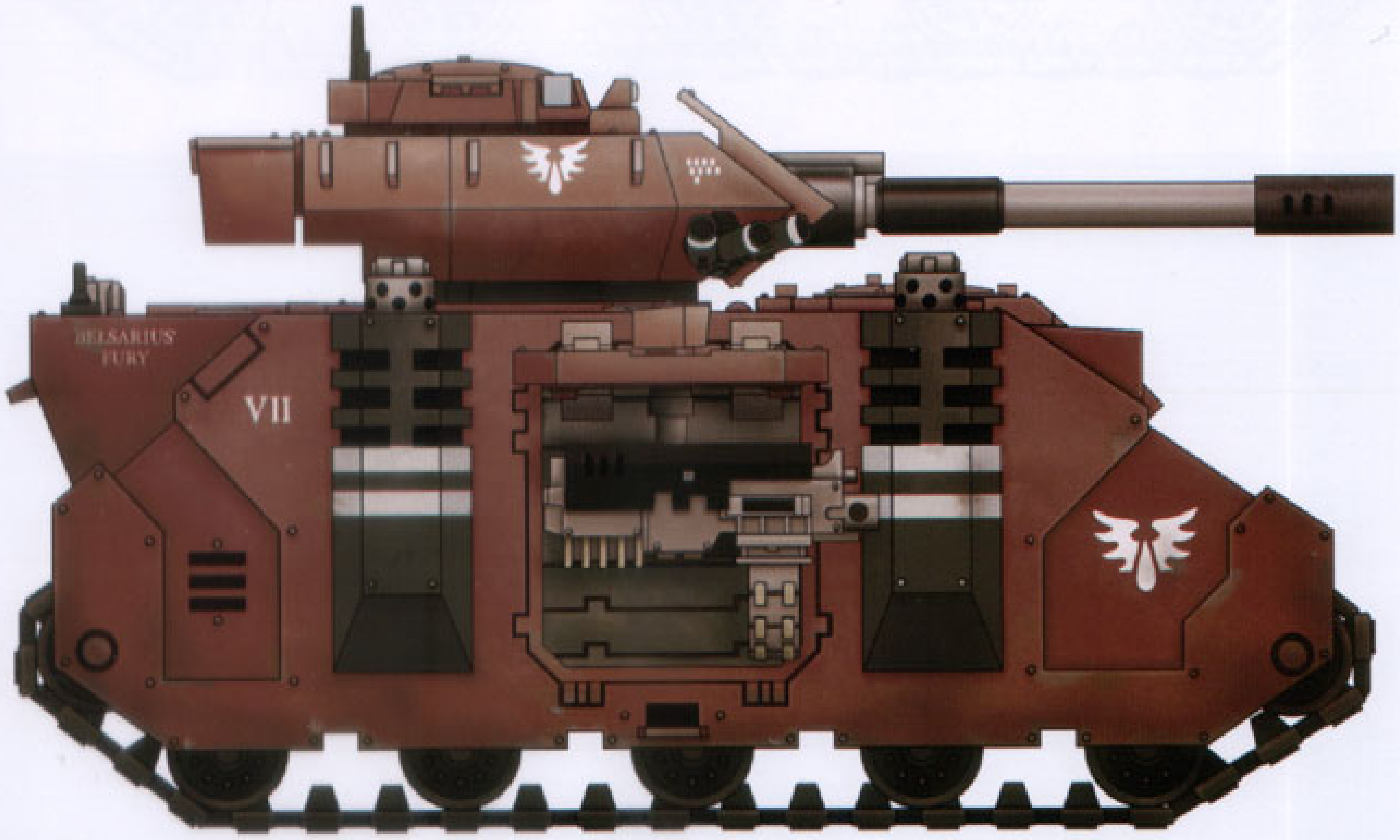


Mars pattern MkIV Predator Destructor with reinforced armour

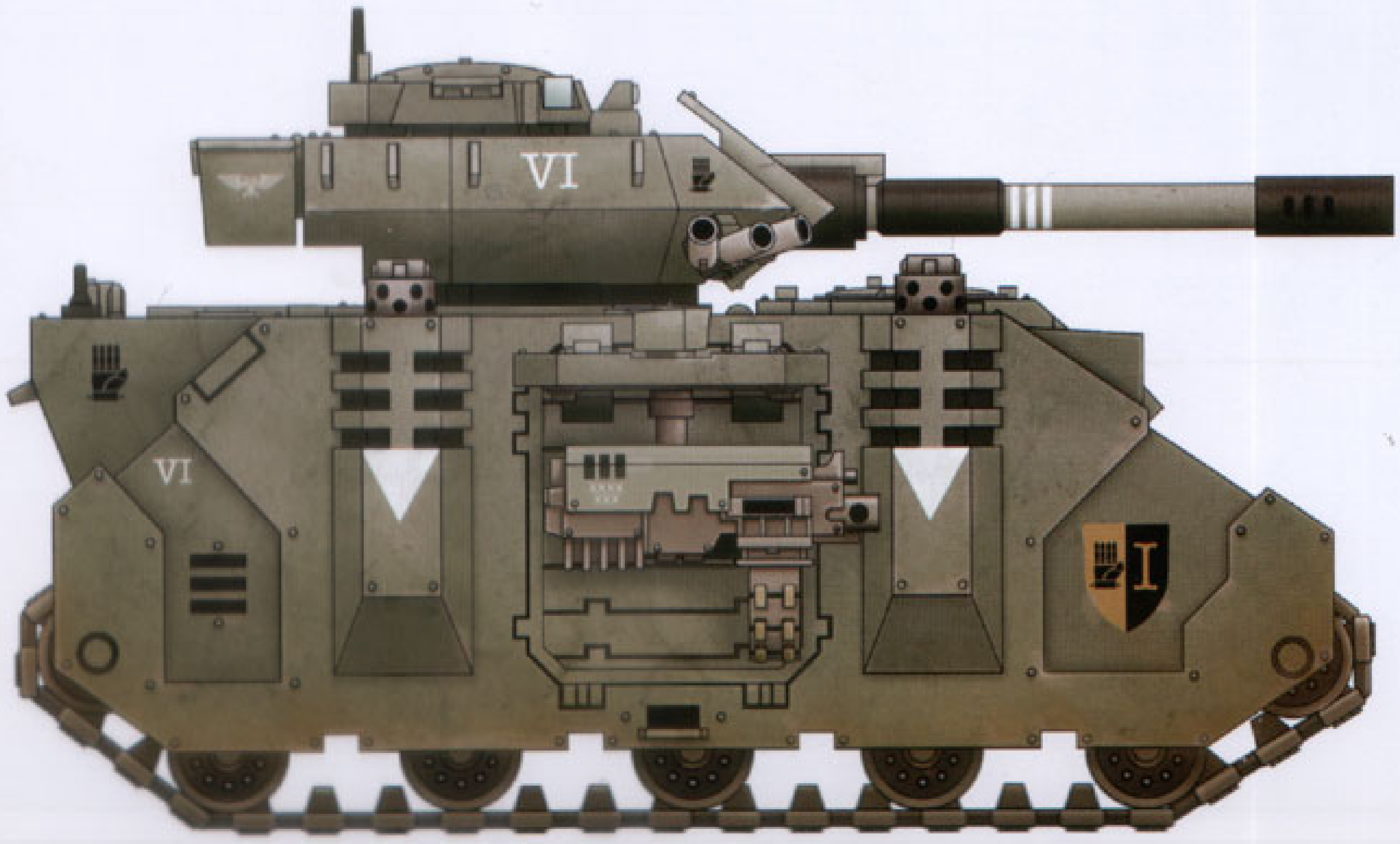




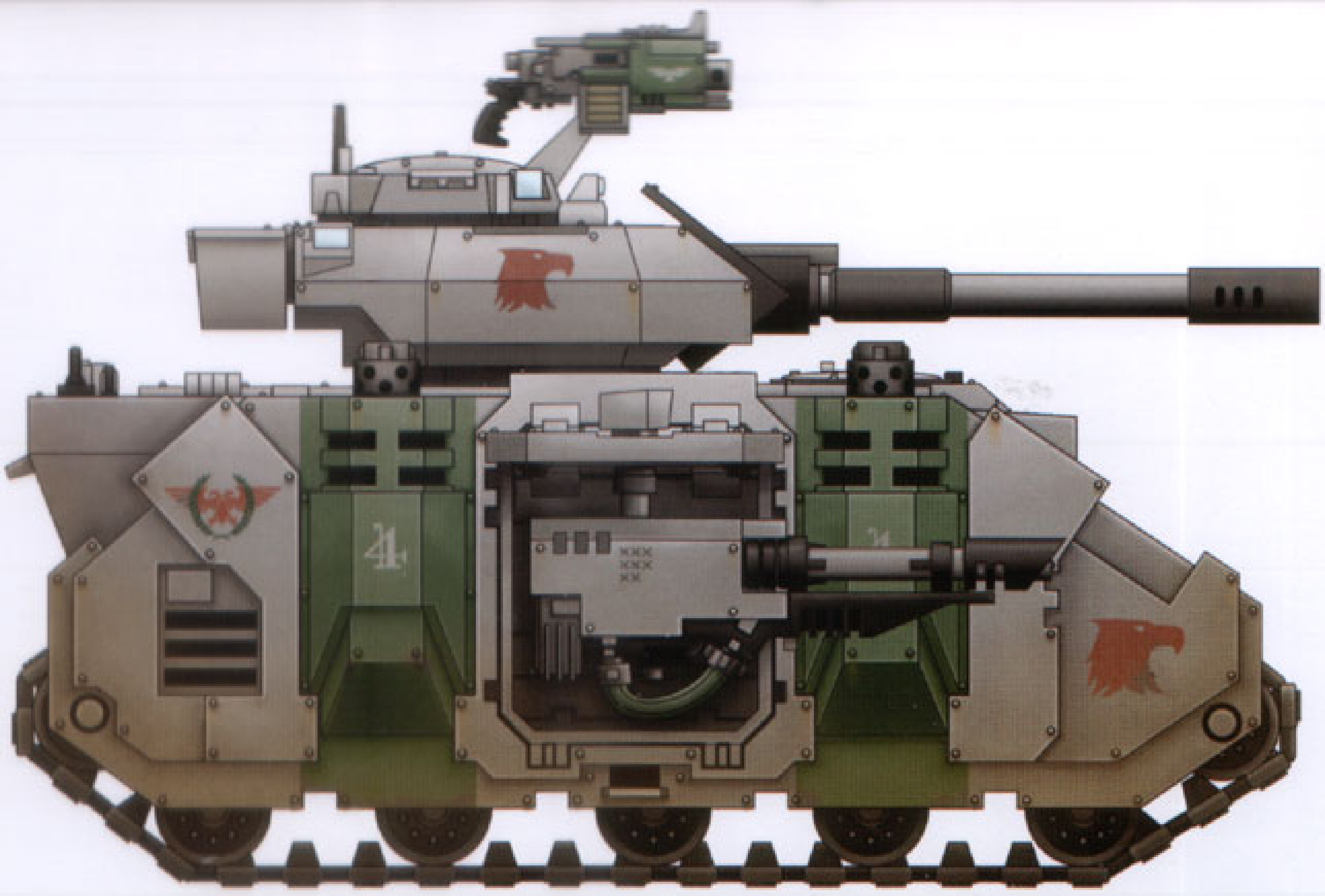
A Predator Destructor of the Marauders Chapter. The tank, named 'Avenger', was the fourth Predator in the 'Thracian Response Force'. Note it has four kill rings around the barrel and a pintle-mounted storm bolter.



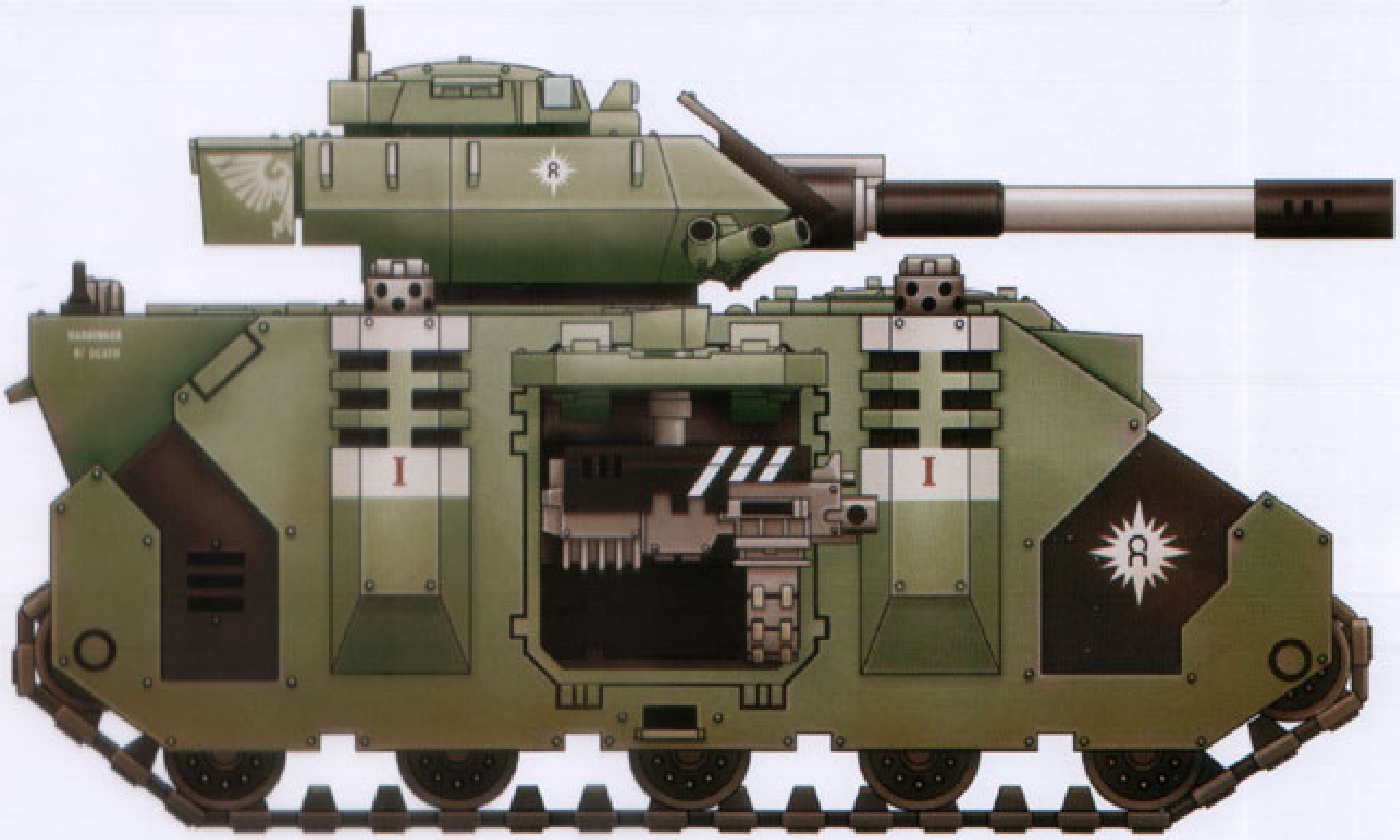
A Predator Destructor of the Blood Angels Chapter. This vehicle, 'Belsarius' Fury', was deployed during the Third War for Armageddon as part of the Blood Angels commitment to the campaign against Waaagh! Thraka . It was destroyed during the defence of Hades Hive.



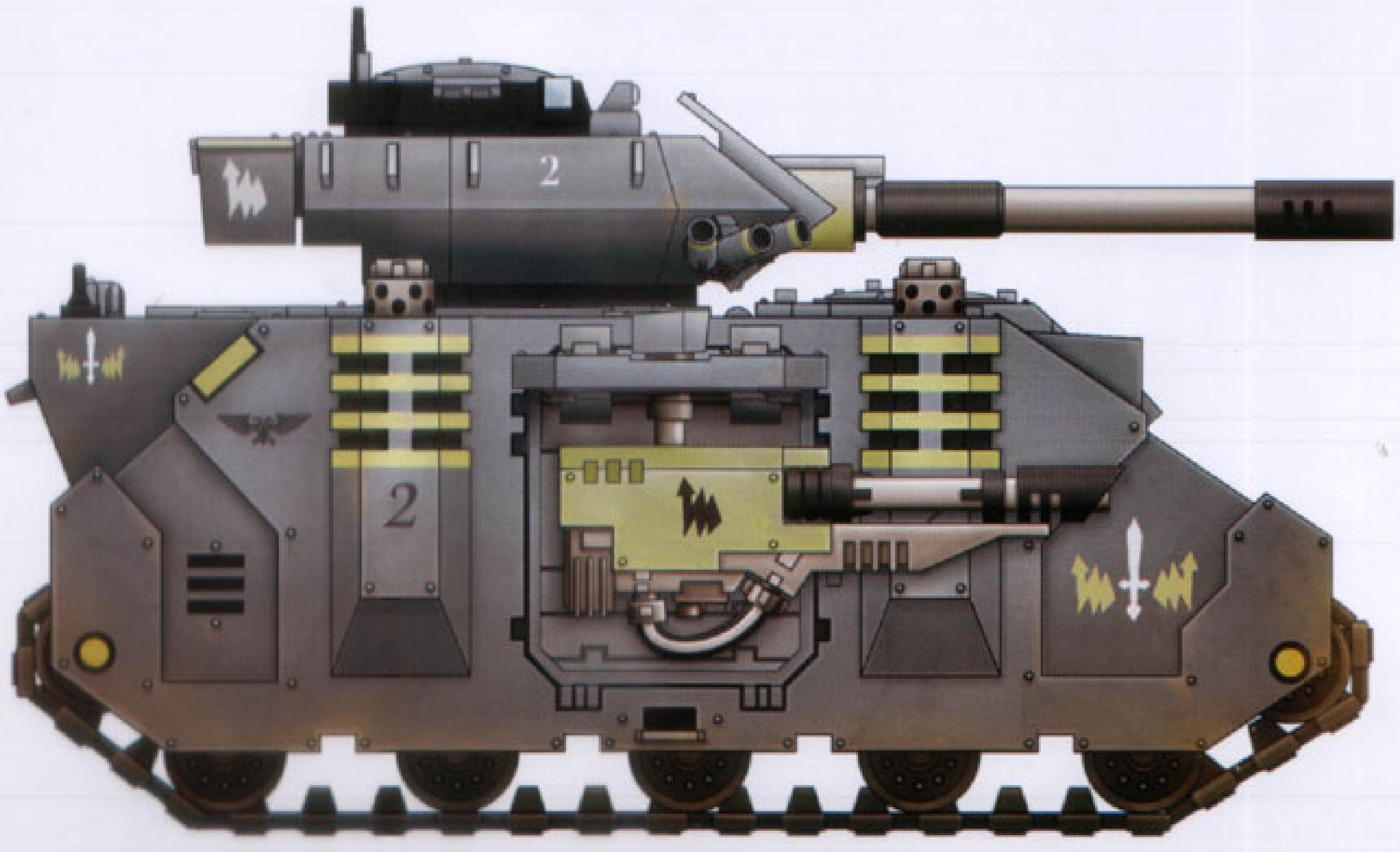
A Predator Destructor of the Dark Hands Chapter. This vehicle carries heraldry indicating it is attached to the first company. It is the fourth such vehicle deployed to combat the Chinchare Hrud Infestation.



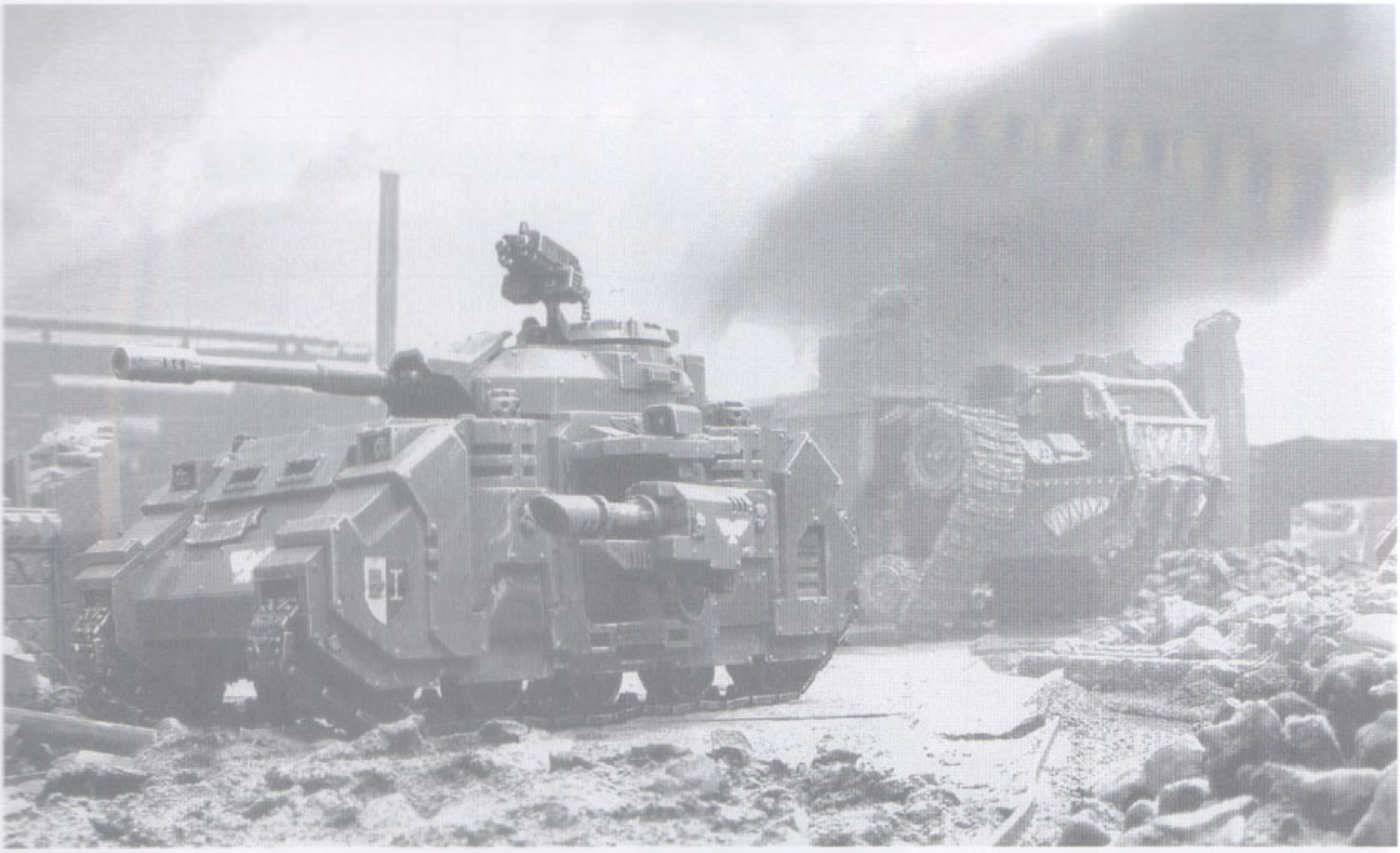
A Predator Destructor of the Mentor Legion Chapter equipped with extra armour plating.
This vehicle bears a laurel wreath, indicating a vehicle attached to the veteran first company.

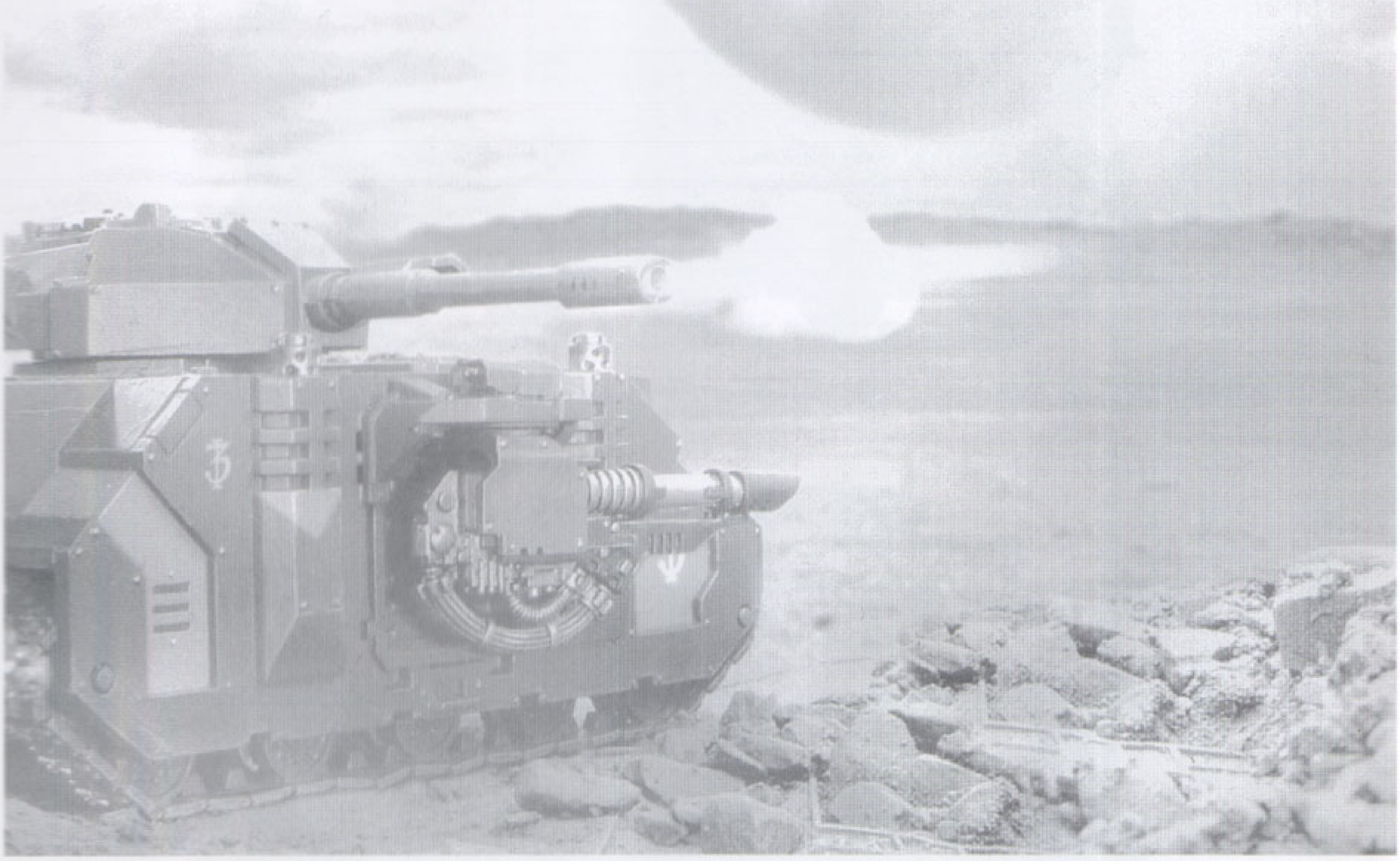


A Predator Destructor of the Aurora Chapter. 'Harbinger of Death' fought alongside the Chapter's first company against Chaos cultists during the Goru Heresy.



A Predator Destructor of the Storm Warriors Chapter, in Chapter colours of grey and yellow.
This vehicle bears the traditional symbol of good fortune, a lightning flash. It is the second vehicle of the Chapter's armoury.
The entire Storm Warriors Chapter was deployed to defend the Cadian Gate against the 13th Black Crusade.



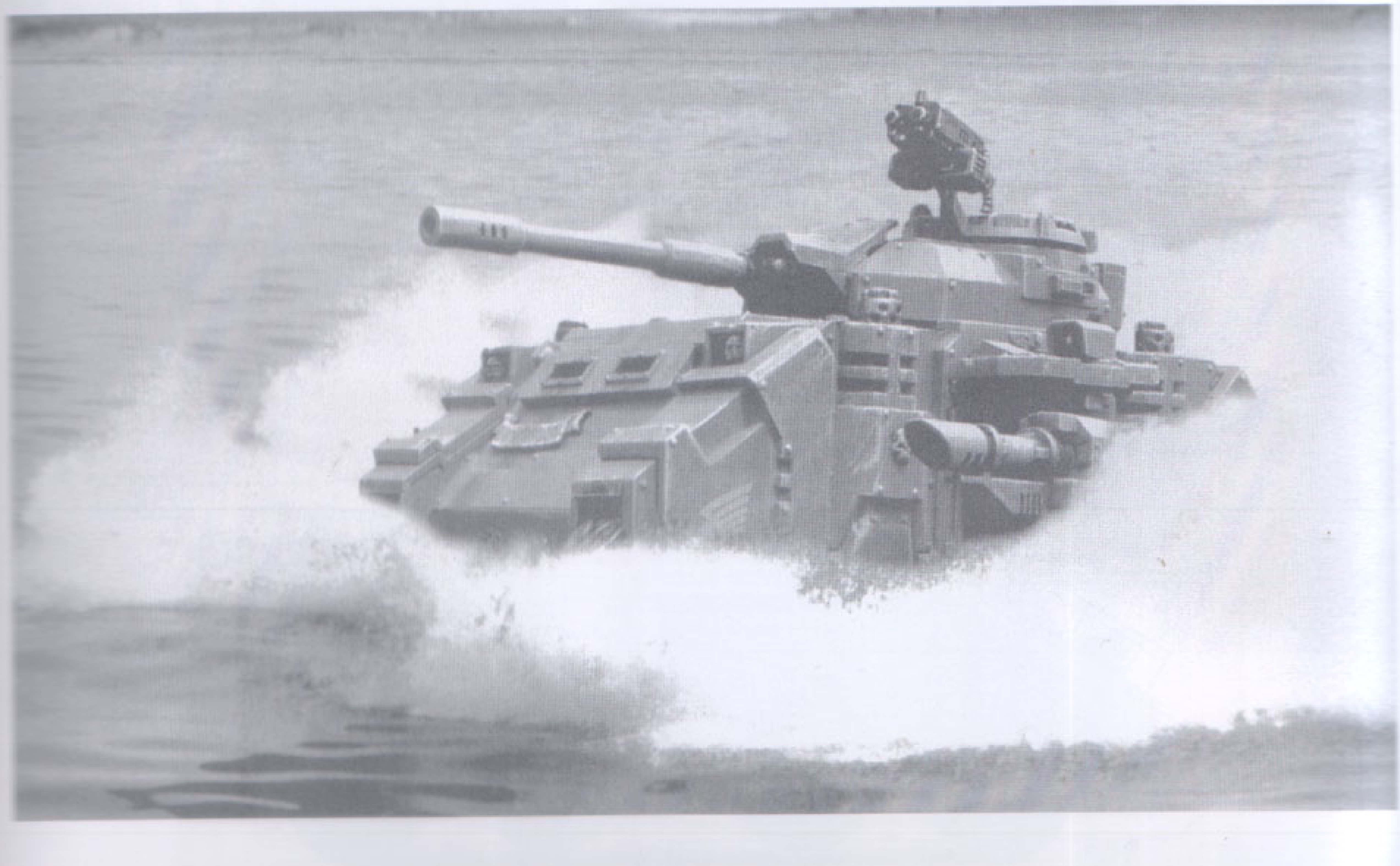


Top: A Predator Destructor of the Dark Hands Chapter rumbles passed the burning wreckage of an Ork battlewagon. Finding and engaging enemy armour is the Predator's primary battlefield role.

Above: A Predator of an unidentified Chapter, possibly Eagle Warriors, opens fire with its autocannon. Note this vehicle has reinforced armour plating around the turret.

Opposite Top: Close-up showing a Blood Angels Predator fully upgraded on campaign, with reinforced armour and pintle-mounted storm bolter.

Opposite: A Predator of the Deathstrike Chapter utilises its deep wading capabilities to cross a river. Predators are not true amphibious vehicles but, like the Rhino, its air intakes can be sealed to allow it to ford deeper rivers or marshes.

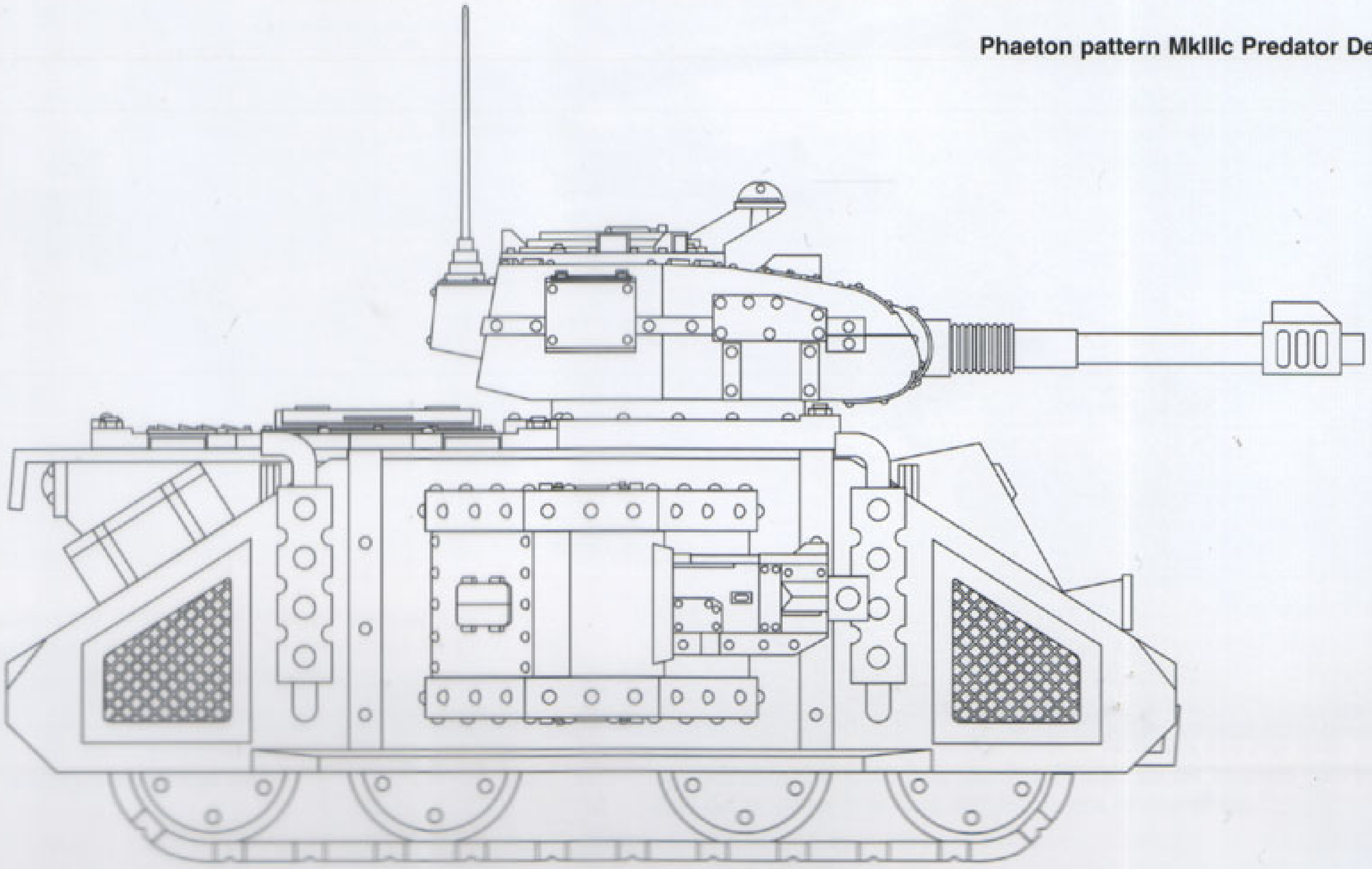


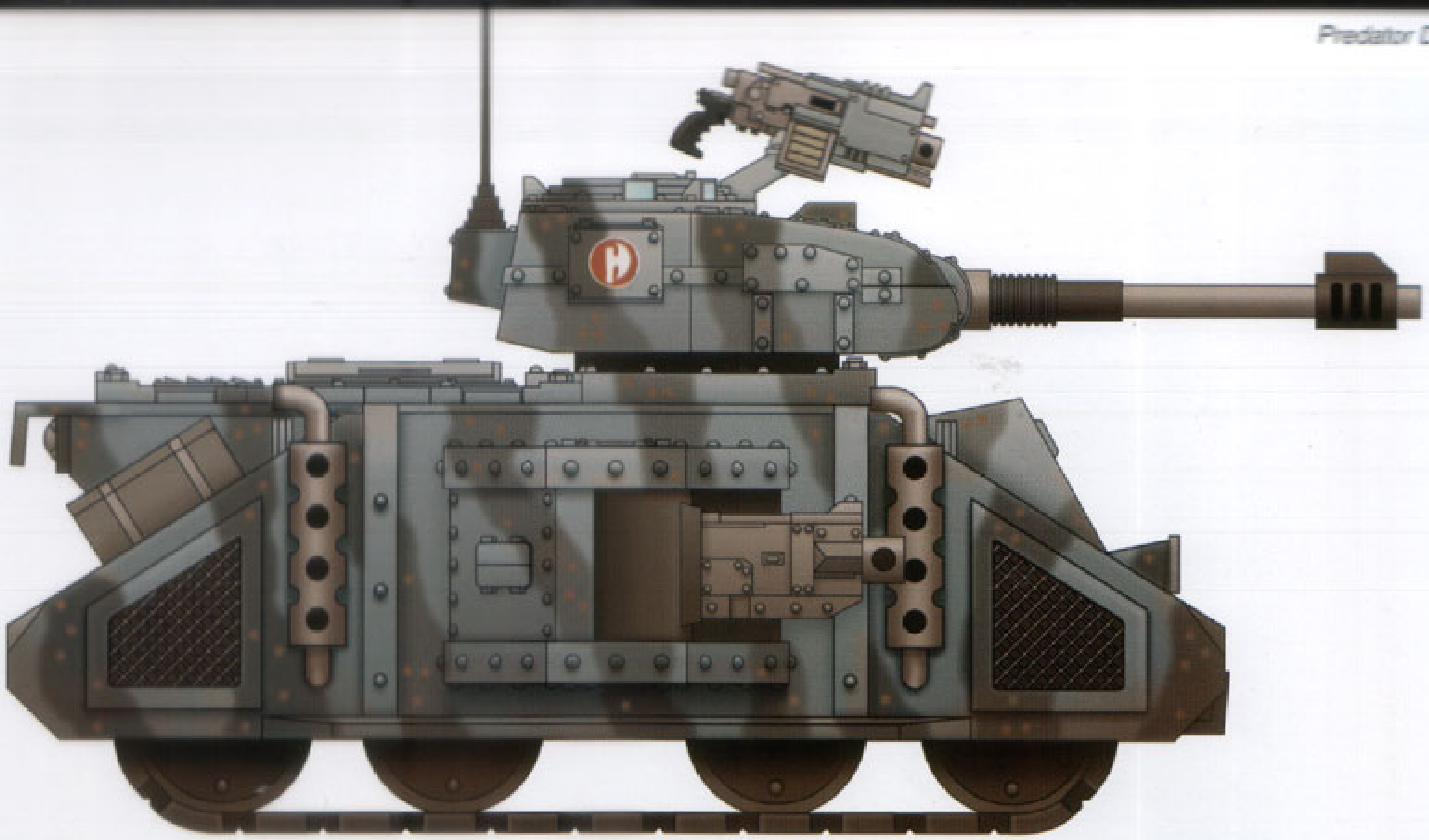
As with the Rhino, there are older marks and patterns of the Predator, and many of these are still battle-worthy vehicles, fielded at need by Chapters from their resting places in a Chapter's armoury.

Some vehicles, having seen battle for hundreds of years have been retired and are now kept as honoured relics, reminders of a Chapter's history and the past glories which the Chapter must continually seek to emulate.

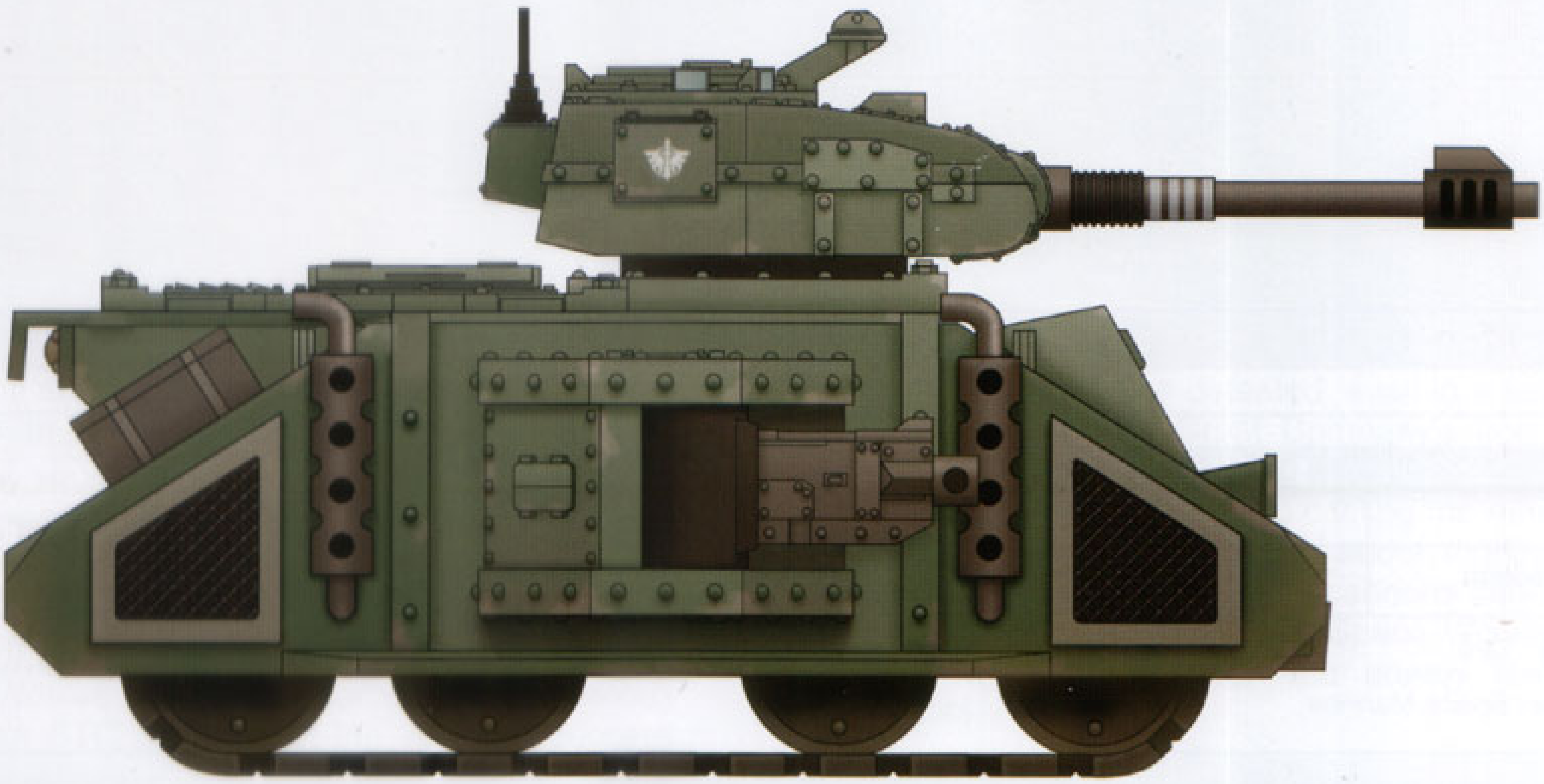
These vehicles, mostly based on the MkI Rhino chassis, are still formidable weapons of war, but have the same drawbacks as the Rhino. The armament and weapon options remain consistent between pattern and marks. Shown above is the MKIIIb 'Phaeton' pattern Predator, with its distinctive square section turret mounted on the forward hull, rather than in the centre. Originating on the forge world of Pheaton, but produced in Chapter forges across the Imperium, this version of the Predator remains, after the MkIVb, the most common variant, although many others have been used through the years.

Phaeton pattern MkIIIc Predator Destructor

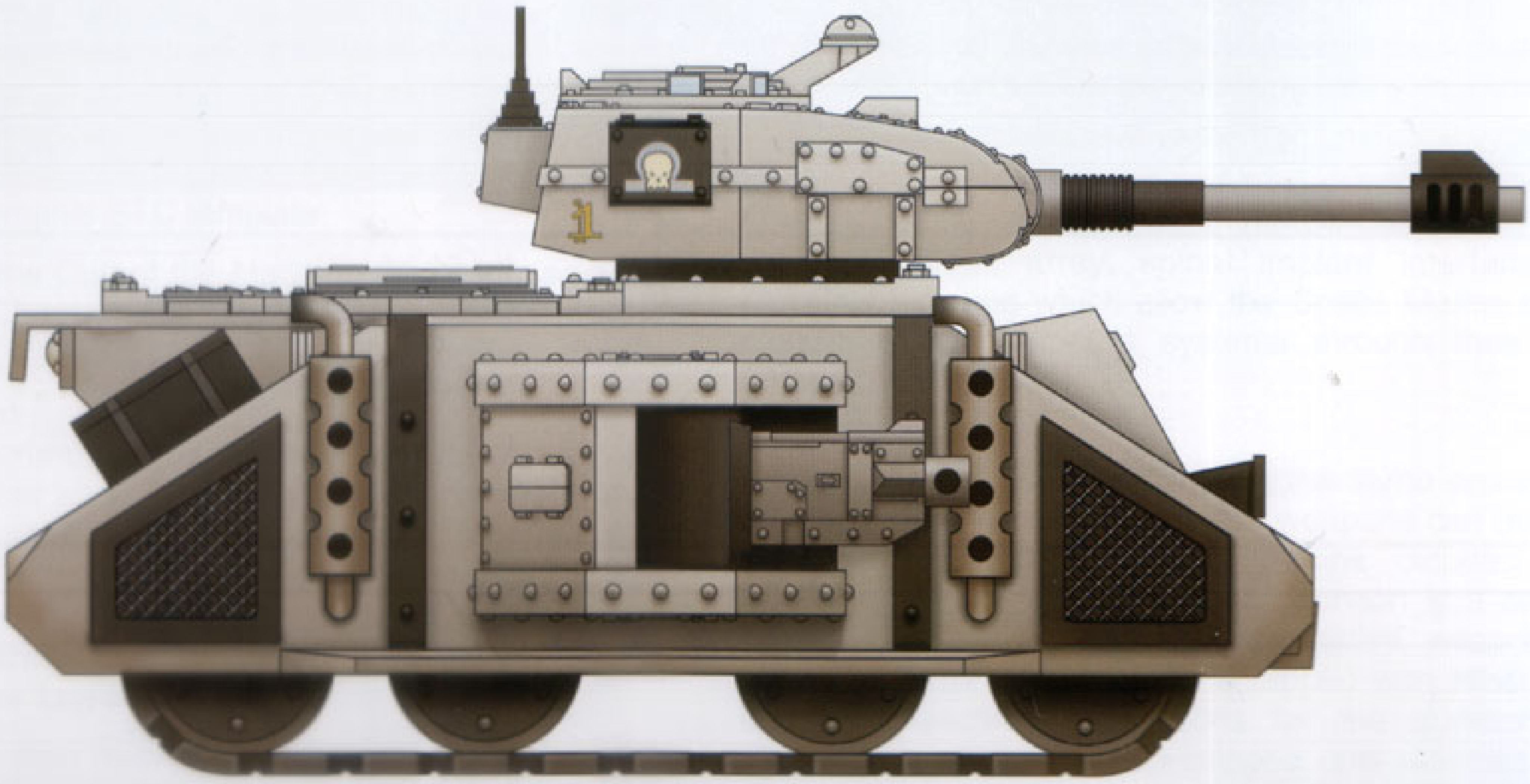




A MkIIIc Predator Destructor of the Executioners Chapter in the Chapter's distinctive 'disruption pattern' colour scheme. Note the addition of a storm bolter for close defence.



A MkIIIc Predator Destructor of the Dark AngelsChapter. Lack of markings make this vehicle impossible to identify further.



A MkIIIc Predator Destructor of the Omega Marines Chapter. Rather than directly adopting the Chapter colours of half black, half white, the vehicle has a basic white hull with black edging.

PREDATOR DESTRUCTOR

	Points	Front Armour	Side Armour	Rear Armour	BS
Predator	100	13	11	10	4

Type: Tank

Crew: Space Marines

Thought for the day:
Let your soul be armoured with
Faith, driven on the tracks of
Obediance, which overcome all
obstacles, and armed with the three
great guns of Zeal, Duty and Purity

Weapons: The Destructor is armed with a turret mounted autocannon.

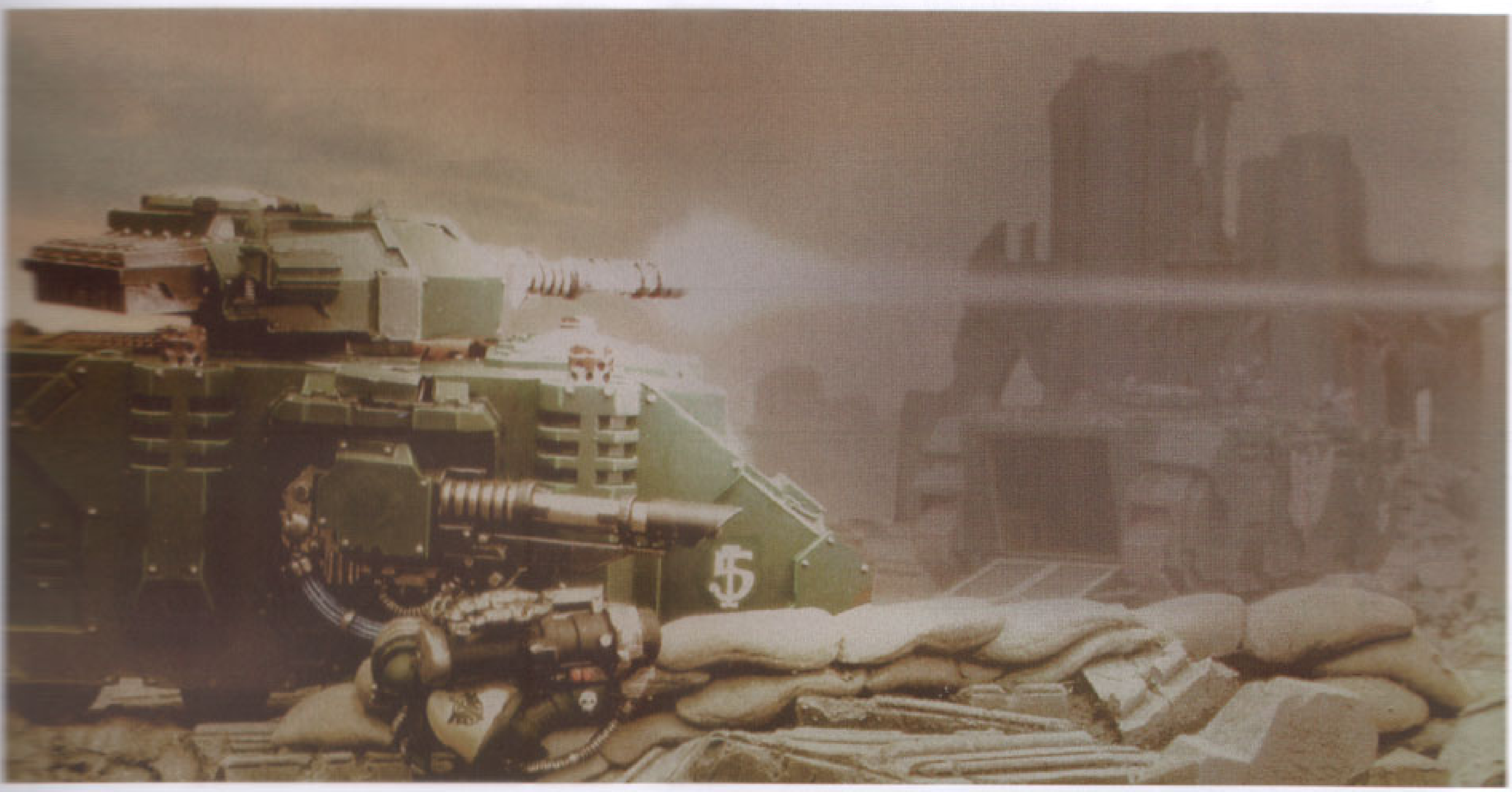
Options: The Predator Destructor may be upgraded with two side sponsons armed with a pair of heavy bolters at +10 pts or a pair of lascannons at +25 pts.

The Predator Desructor may be given any of the following from the Space Marine Codex: dozer-blade, extra armour, hunter-killer missile, improved comms, pintle-mounted storm bolter, searchlight, smoke launchers.

Heavy Support: The Predator Destructor is a Heavy Support choice for a Space Marine army.

PREDATOR

ANNIHILATOR



The Predator Annihilator is a later variant, armed with superior anti-armour firepower, it provides a Space Marine force with a heavily armoured and mobile tank hunter.

Compared with the Destructor, the Annihilator is a relative newcomer to the armouries of the Adeptus Astartes Chapters. In the wake of the Annihilator's introduction (see Service Record) the Adeptus Mechanicus were outraged at the Space Wolves Iron Priests for their blasphemous alterations to an STC design. But the vehicle's success was undeniable, and an investigation was launched to see if the pattern was acceptable to the Machine God. The investigation lasted two hundred years, with trials, examinations and debating councils held. After many prayers had been offered and the spirit of the machine supplicated it was decided that the Annihilator could go into production, indeed the investigation found that the facility to retrofit a lascannon in the turret had been an intentional feature of the original STC template.

Regardless of the Cult of the Machine God's blessing the Space Marine Chapters had already been fielding Predator Annihilators for 190 years.

Service Record

The Liber Armorum records that the Predator Annihilator did not come into service with Space Marine forces until the Skarath Crusade, on the fringe of the Eye of Terror, in M.36. During the Crusades a Space Wolves Great Company found themselves surrounded on Skarath by heretic forces and rebels, including the combined armour of several Traitor Legions.

With little more than man-portable lascannons to face the besieging enemy, the Great Company faced defeat and annihilation. The Space Wolves are renowned for their ingenuity and refusal to be defeated, even in a seemingly impossible situation. The Great Company's Iron Priests prayed to Leman Russ for aid and were granted a vision. After consulting every portent, and casting the runes, they saw the signs were good and set about modifying the Predators. Using the Long Fangs lascannons they created the first Annihilators, which led the Space Wolves break out, cutting a swathe through the enemy tanks and Dreadnoughts.

Notable Features

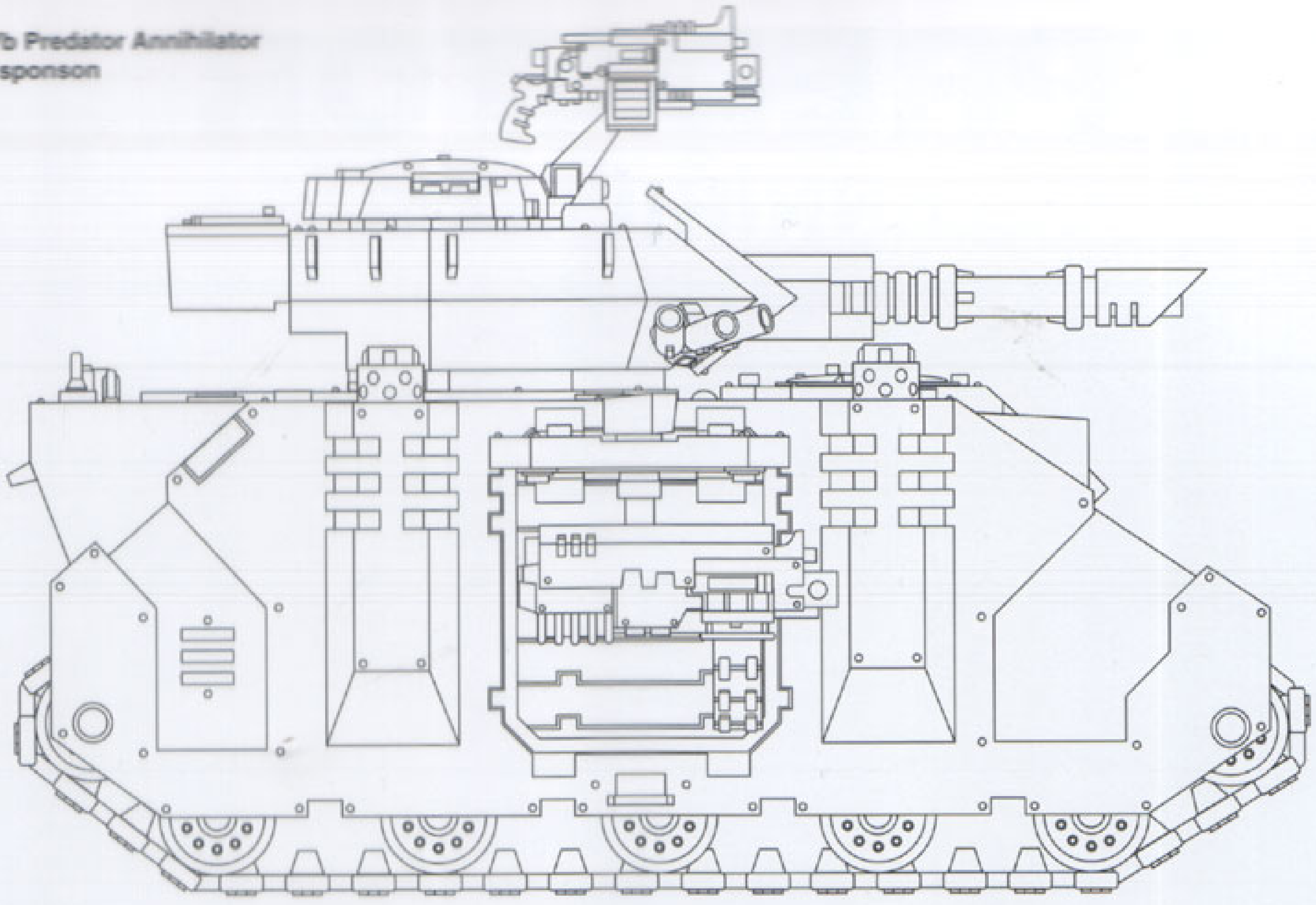
The Mars pattern MkIVb Predator mounts twin-linked 'Stormbringer' lascannons, with flash dampeners and focussing rings, powered by diaquartzoid crystal batteries for maximum efficiency. Each lascannon barrel is good for about 1000 shots before warping means it must be replaced.

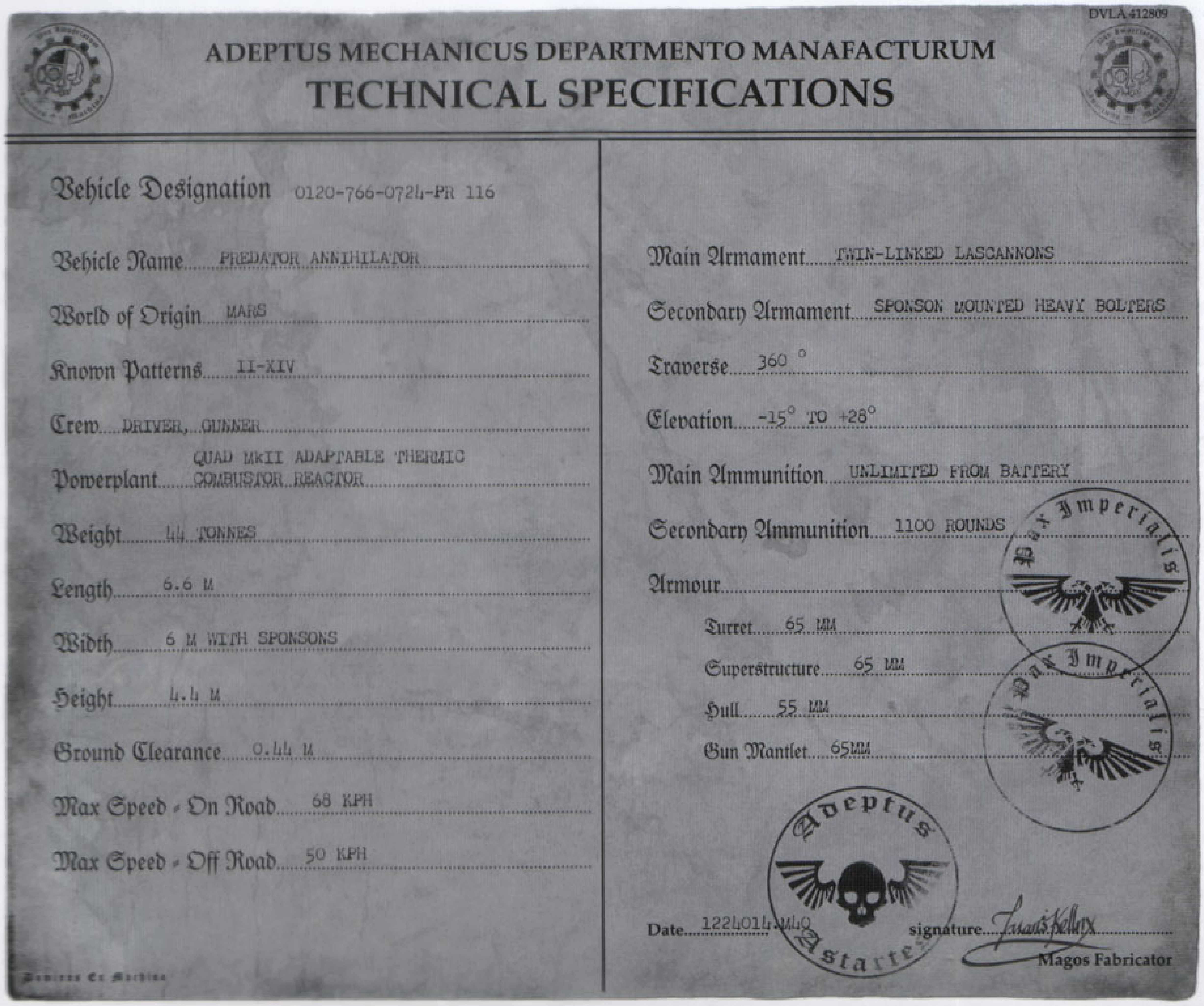
Additional features include, self sealing hatches to protect against hostile environments, narrow-band long range communications array, spinal implant interfaces and umbilical pick-ups which allow the Space Marine crew to plug in to the vehicle's systems through their power armour.

Construction

Annihilators are constructed using the same process and rituals as the Destructor. Sponson weapons can be added or changed as battlefield situations dictate. For a Techmarine, changing a weapon sponson is a relatively simple task, as long as the alternative weapons are available. Most Predators are equipped with either heavy bolter or lascannon sponsons for the duration of a campaign and remain so equipped until returned to the Chapter armoury.

Mars pattern MkIVb Predator Annihilator with heavy bolter sponson





DVLA 412809

ADEPTUS MECHANICUS DEPARTMENTO MANAFACTURUM
TECHNICAL SPECIFICATIONS

Vehicle Designation 0120-766-0724-PR 116

Vehicle Name PREDATOR ANNIHILATOR

World of Origin MARS

Known Patterns II-XIV

Crew DRIVER, GUNNER

Powerplant QUAD MkII ADAPTABLE THERMIC COMBUSTOR REACTOR

Weight 44 TONNES

Length 6.6 M

Width 6 M WITH SPONSONS

Height 4.4 M

Ground Clearance 0.44 M

Max Speed - On Road 68 KPH

Max Speed - Off Road 50 KPH

Main Armament TWIN-LINKED LASCANNONS

Secondary Armament SPONSON MOUNTED HEAVY BOLTERS

Traverse 360 °

Elevation -15° TO +28°

Main Ammunition UNLIMITED FROM BATTERY

Secondary Ammunition 1100 ROUNDS

Armour

Turret 65 MM

Superstructure 65 MM

Hull 55 MM

Gun Mantlet 65MM

Pax Imperialis

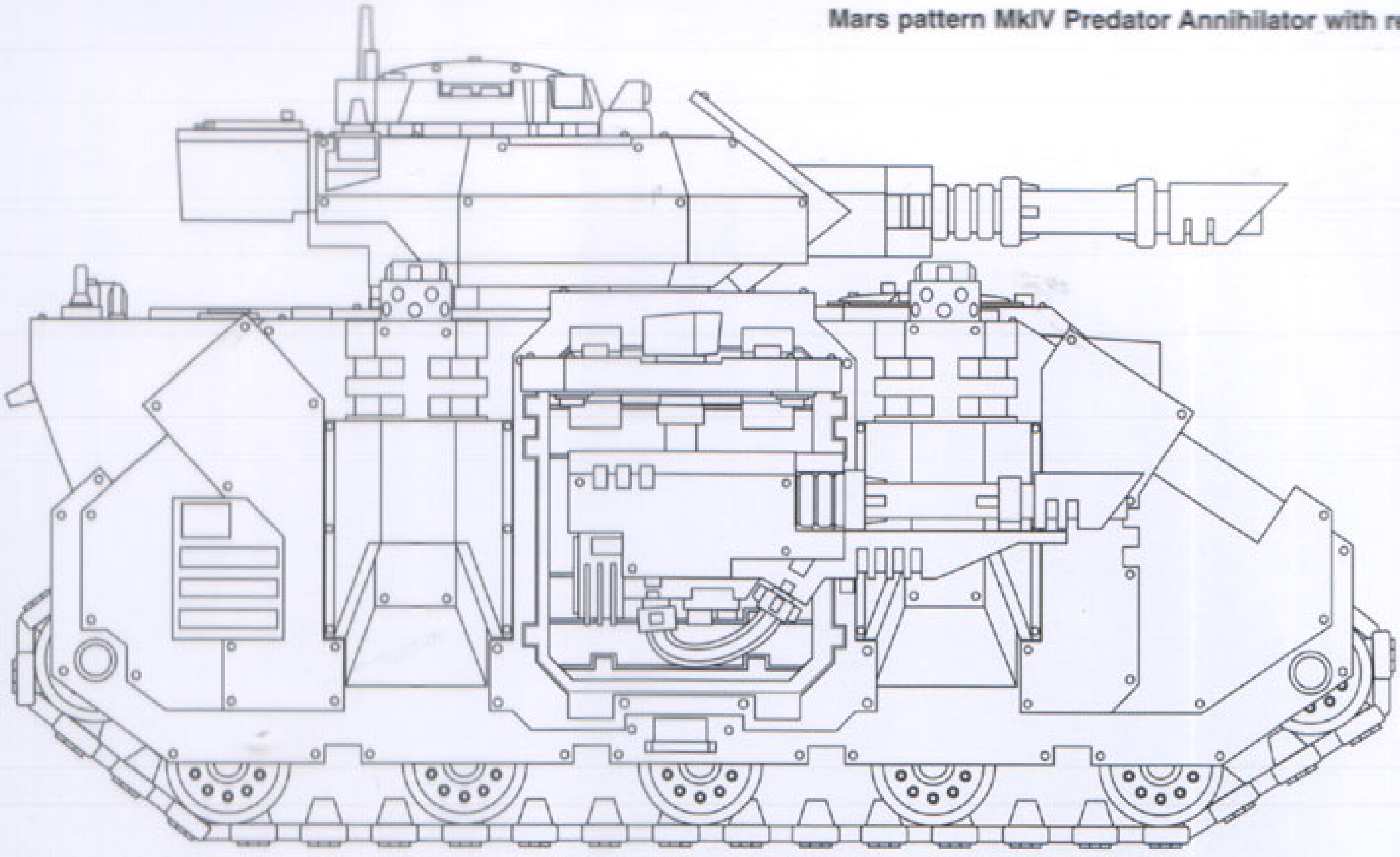
Pax Imperialis

Adeptus Astartes

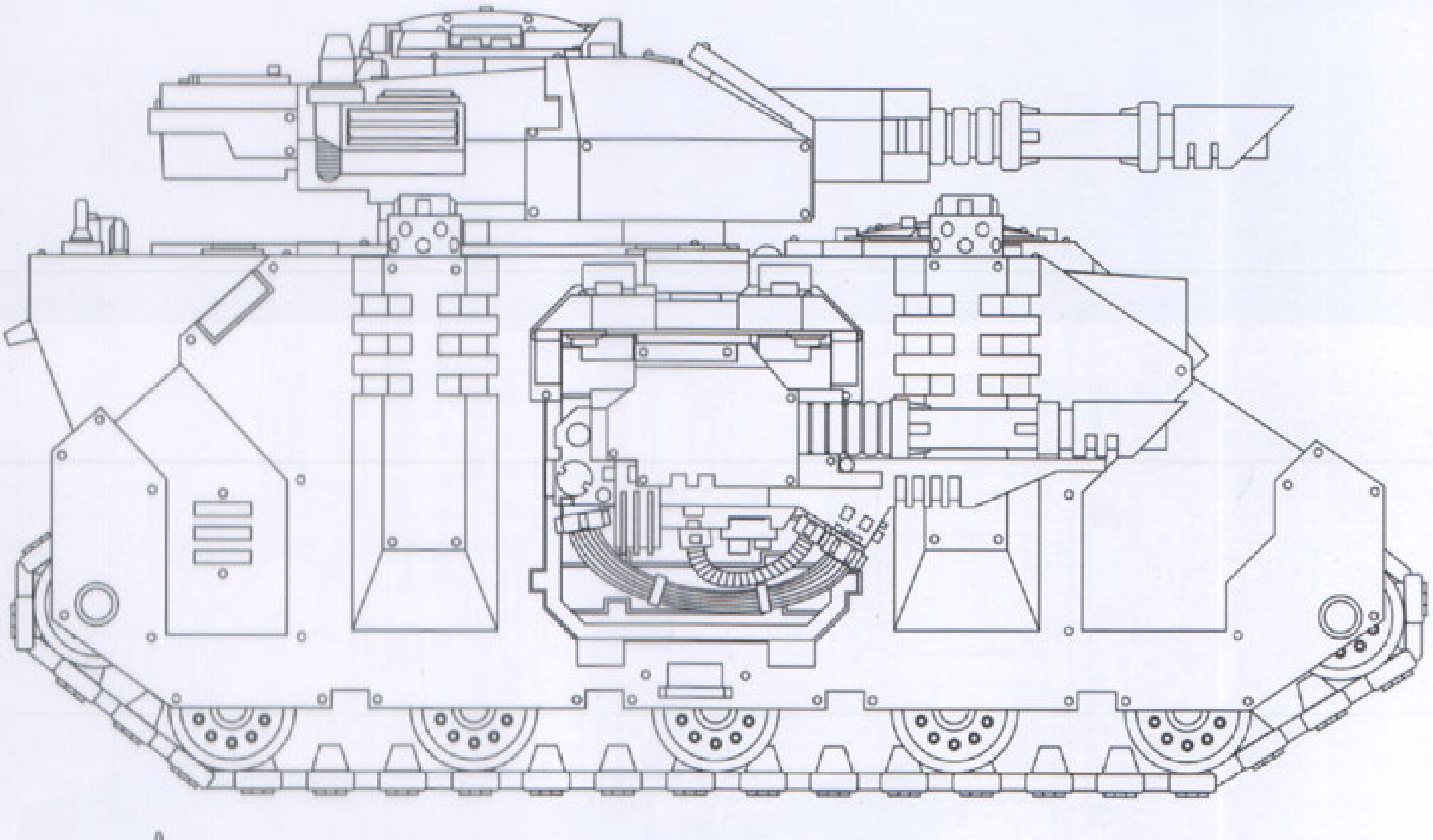
Date 1224014.M40

signature Tuaris Kellax

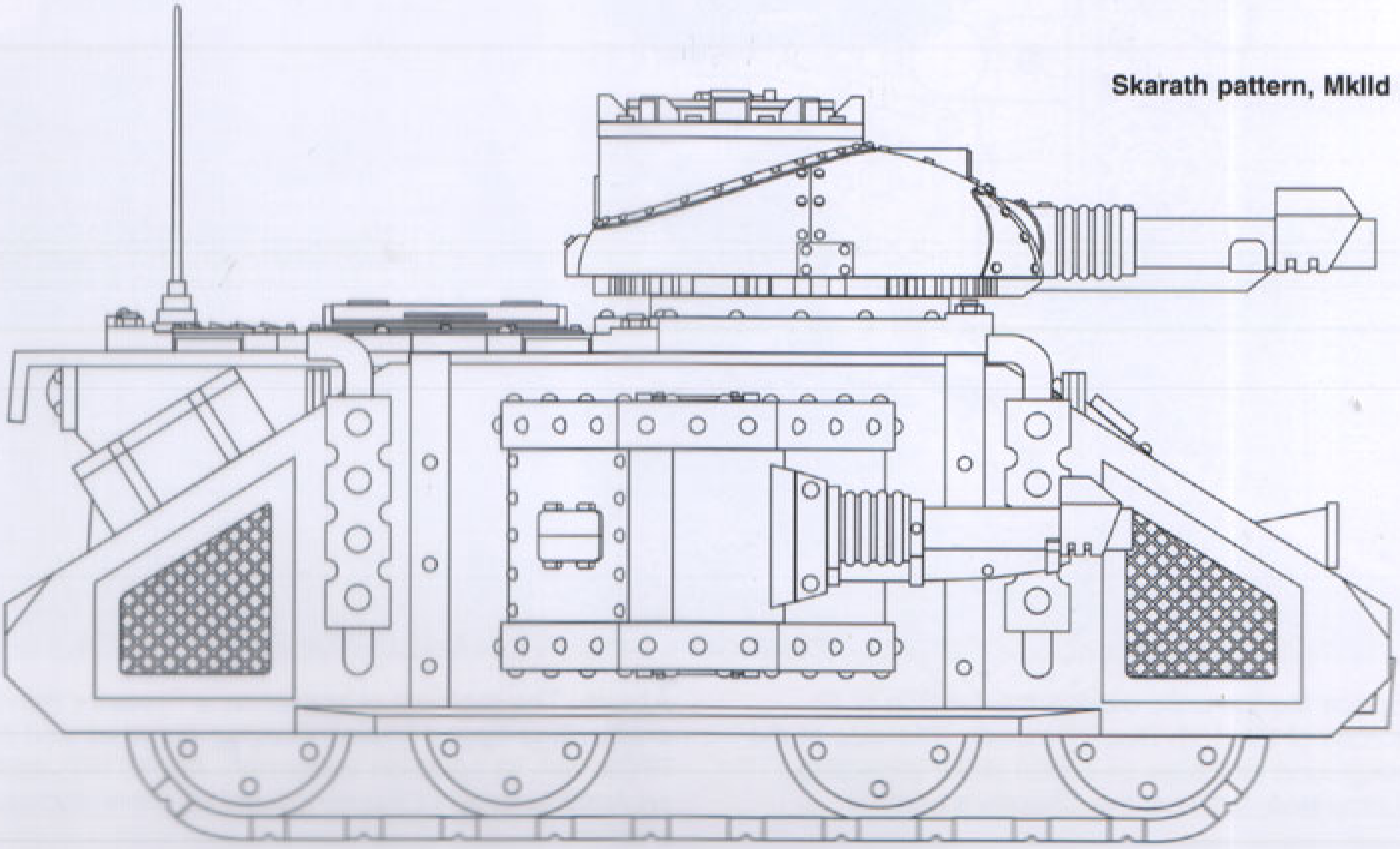
Magos Fabricator



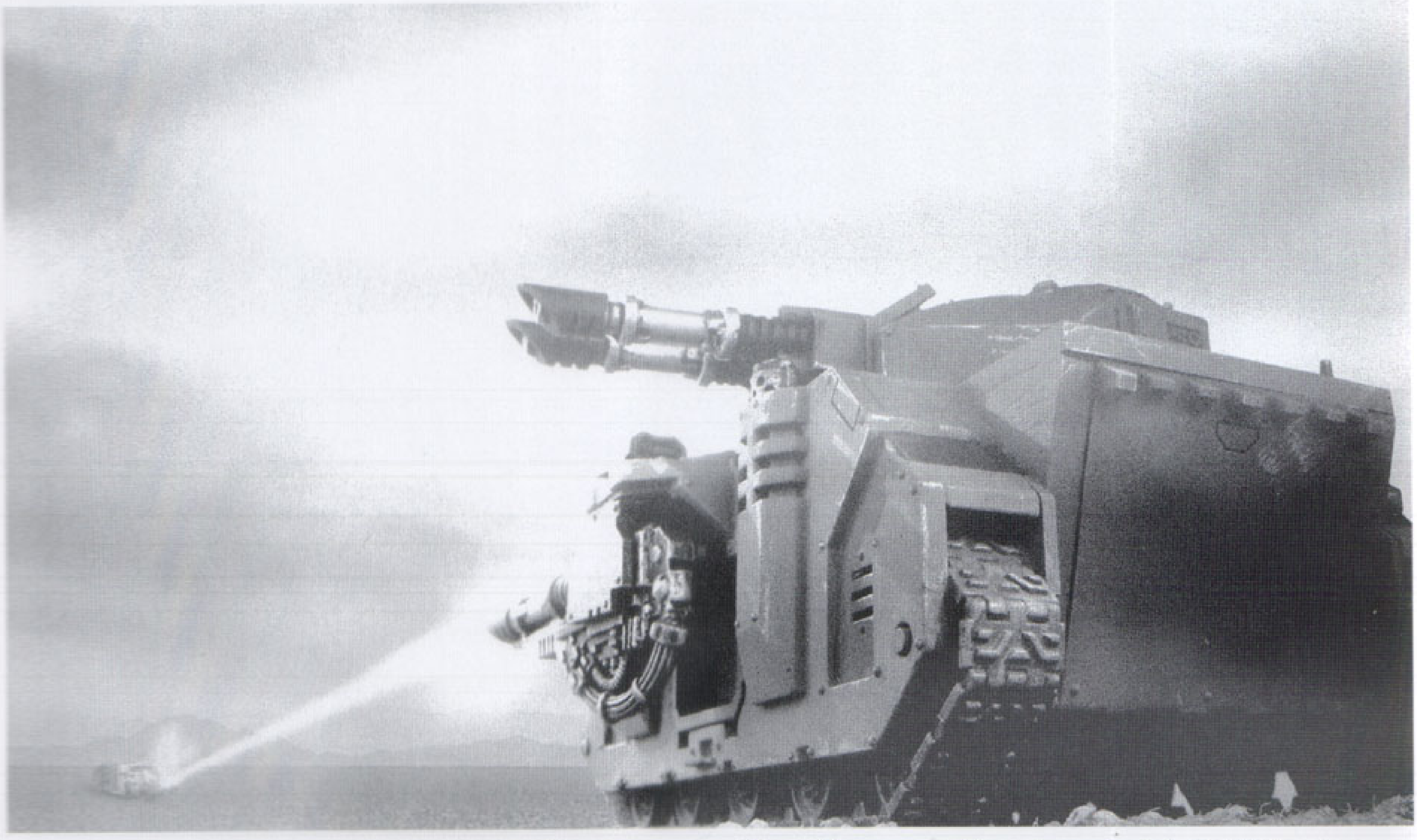
Mars pattern MkIV Predator Annihilator with reinforced armour



Mars pattern MkIVc Predator Annihilator



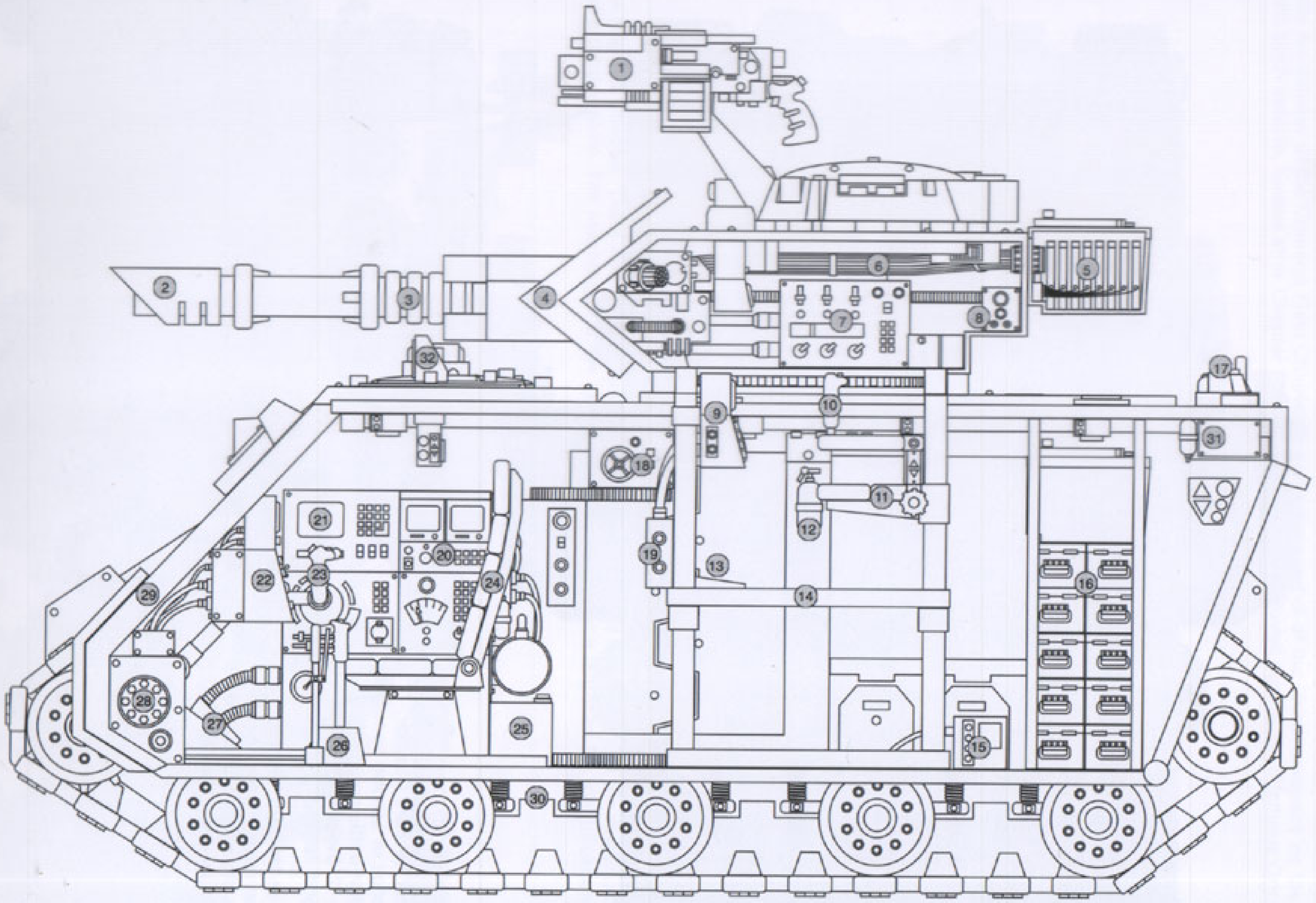
Skarath pattern, MkIId Predator Annihilator



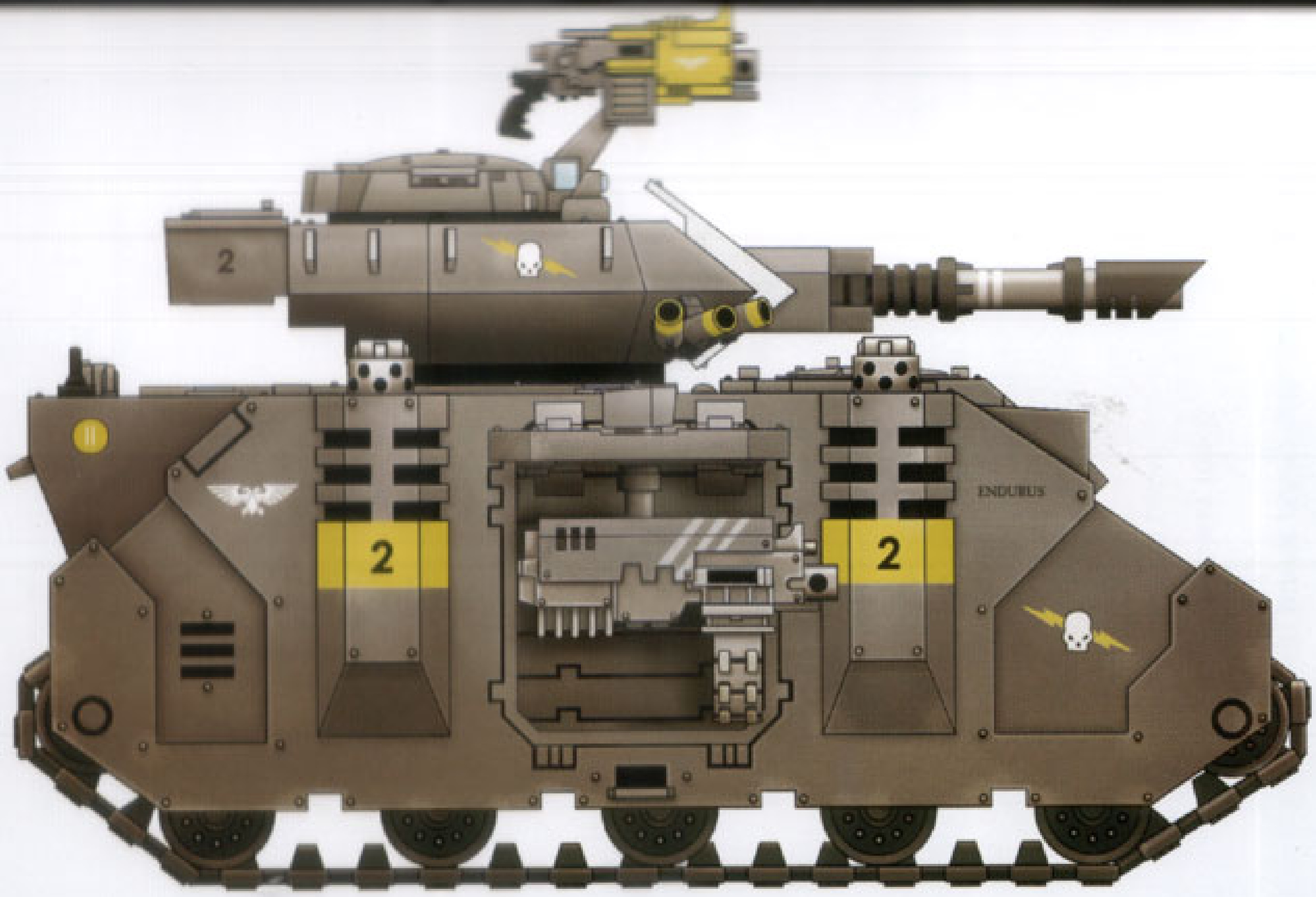
Top: Dark Angels Space Marine units defend the Basilica of St Lysias from traitor forces of the 13th Black Crusade. The size of the explosion in the background indicates an orbital strike impacting. Note the discarded drop pod, left from the Chapter's original planet fall.

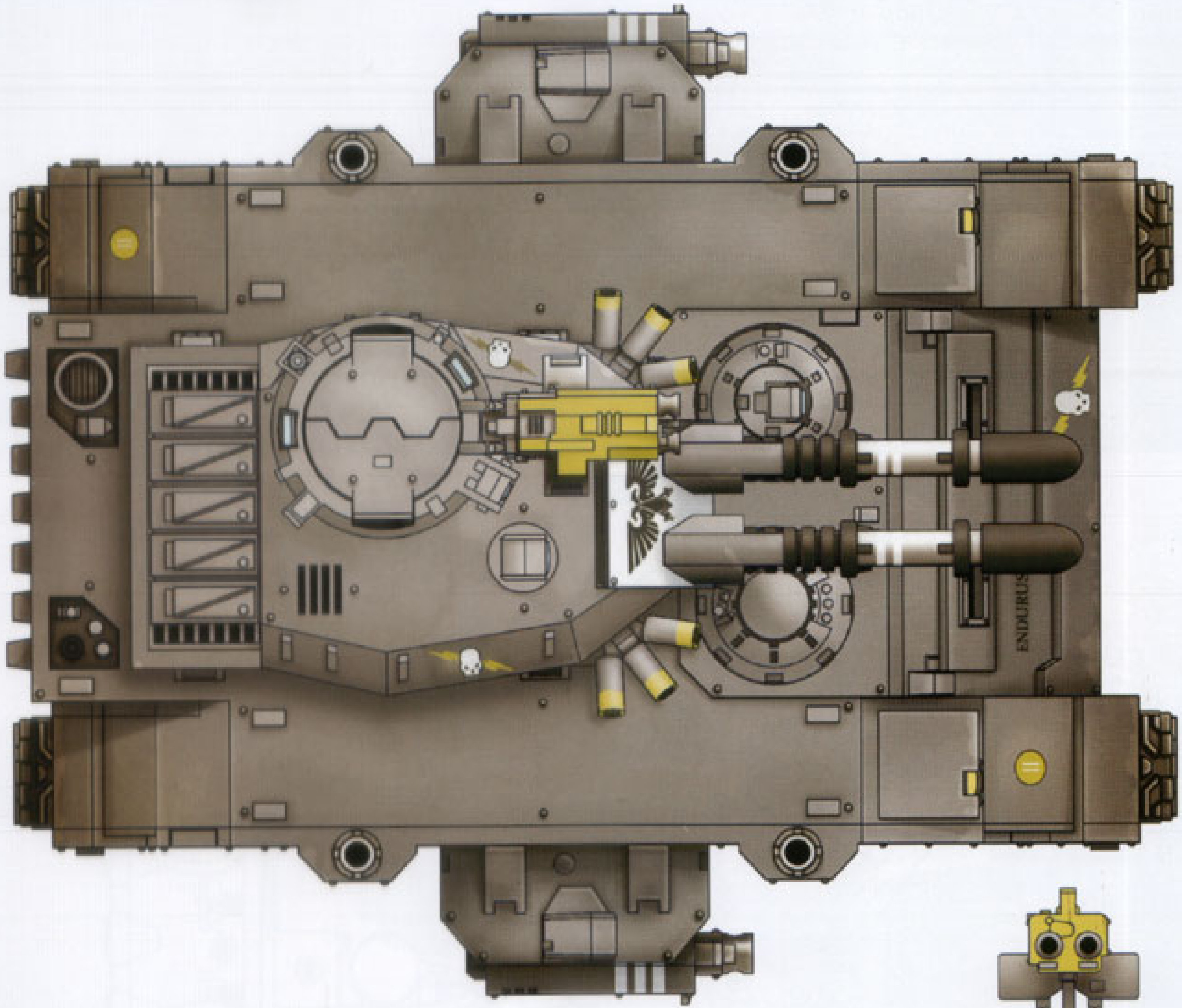
Above: The moment of impact as a Predator Annihilator of an unidentified Space Marine Chapter engages and destroys a traitor Rhino with its sponson lascannon. Armed with multiple lascannons an Annihilator is a Chapter's most effective dedicated anti-tank weapon.

PREDATOR ANNIHILATOR
- INTERIOR DETAIL
MkIVb MARS PATTERN



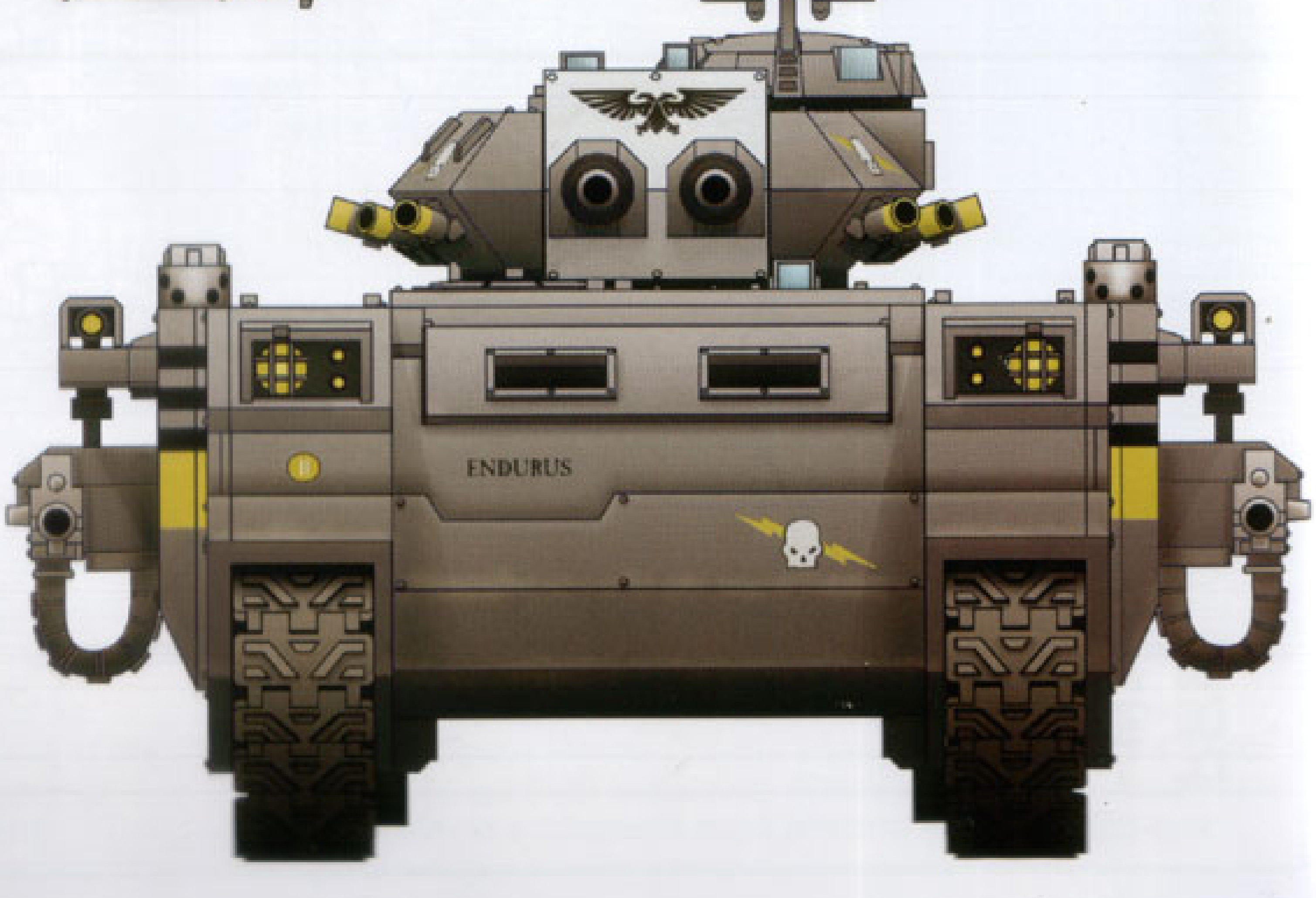
1. Auxiliary storm bolter
2. Flash suppressor
3. Focussing rings
4. Gun mantlet
5. Weapon power packs with diaquartzoid crystal stacks
6. Lascannon power feeds
7. Weapon status panel
8. Comms unit
9. Targeting array
10. Fine motor control stick
11. Commander's/gunner's seat
12. Fire extinguisher
13. Turret rotation pedals
14. Turret cradle
15. Turret cradle hydraulic power unit
16. Heavy bolter ammunition (stowed)
17. Narrow band long range comms array
18. Turret drive system and manual override
19. Auto-senses networking
20. Engine status display
21. Tactical display
22. Driver's systems control panel
23. Drive column
24. Driver's seat
25. Generator
26. Gear and brake levers
27. Drive control pedals
28. Electric drive motor, with auxiliary drive shaft and lockable differentials
29. Front glacis armour plating
30. Suspension unit
31. Atmospheric filtration unit
32. Driver's periscope

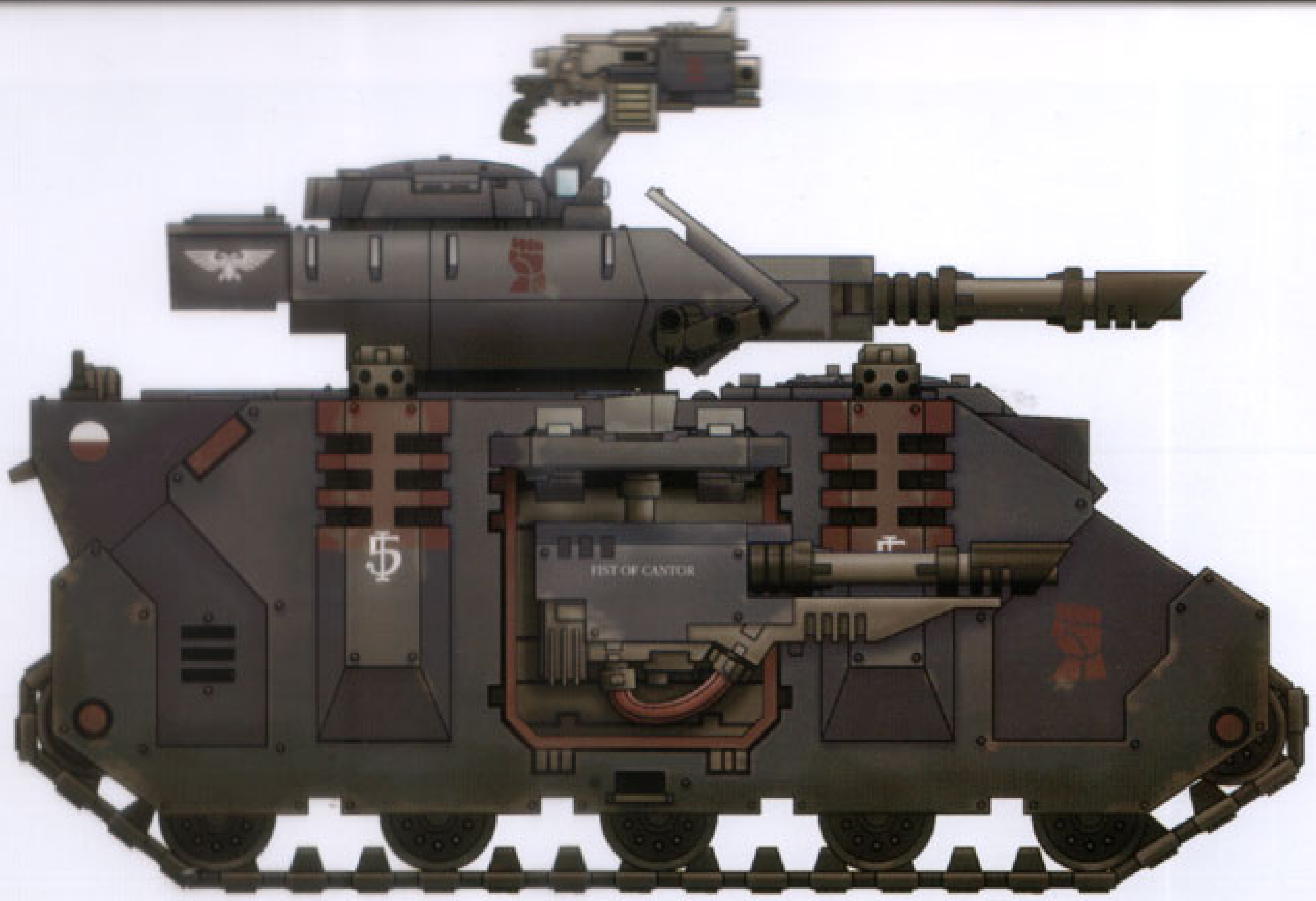




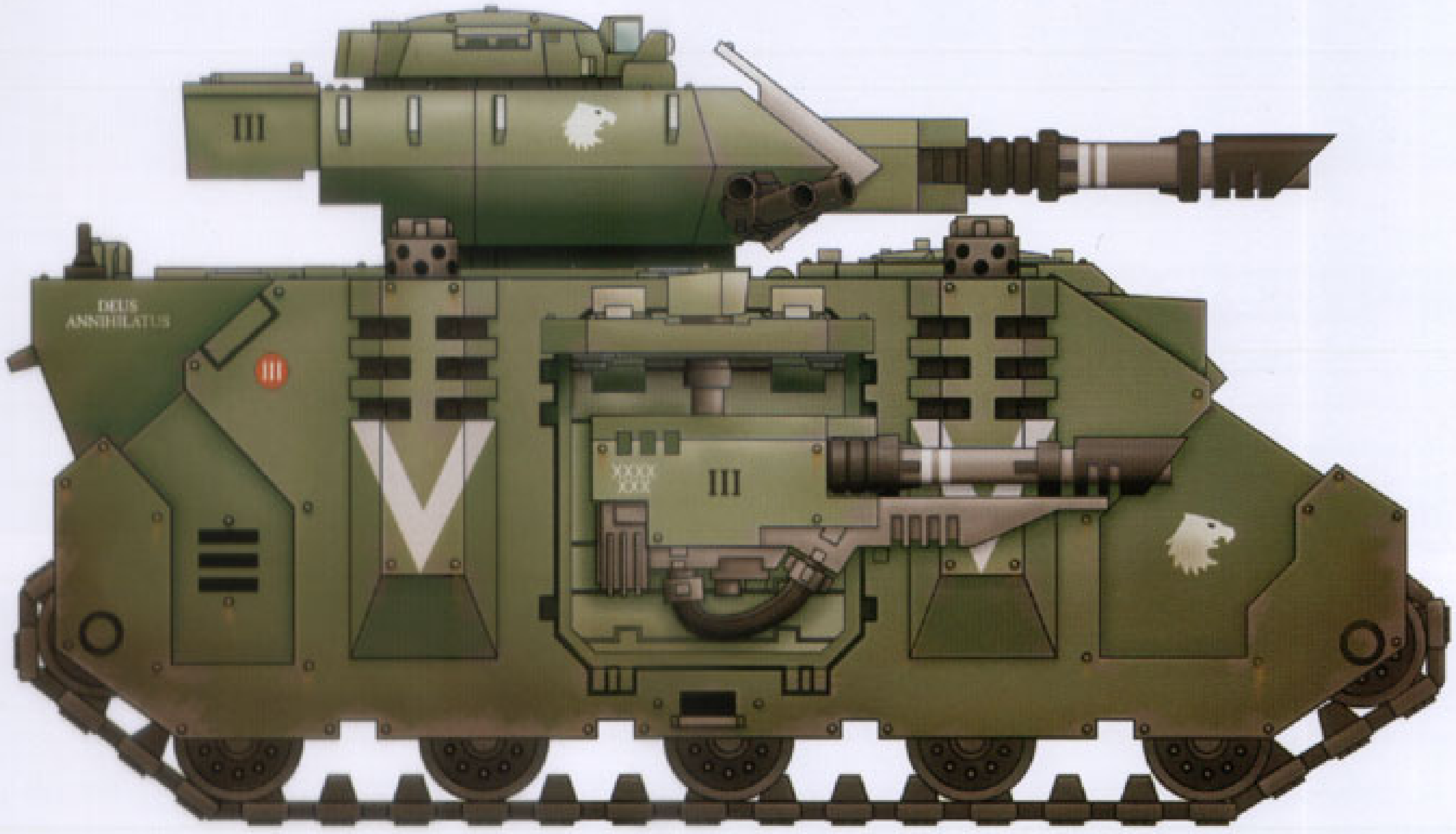
Predator Annihilator of the Revilers Chapter. 'Endurus' bears the yellow badge of second company, showing it is attached to that battle company at the moment. The number '2' indicates it is the company's second vehicle.

The large eagle emblazoned on the gun mantlet is an honour badge, awarded to the vehicle after its part in the Molov Massacre. Note the lascannons bear two kill rings, and the heavy bolter sponson bear three kill stripes.

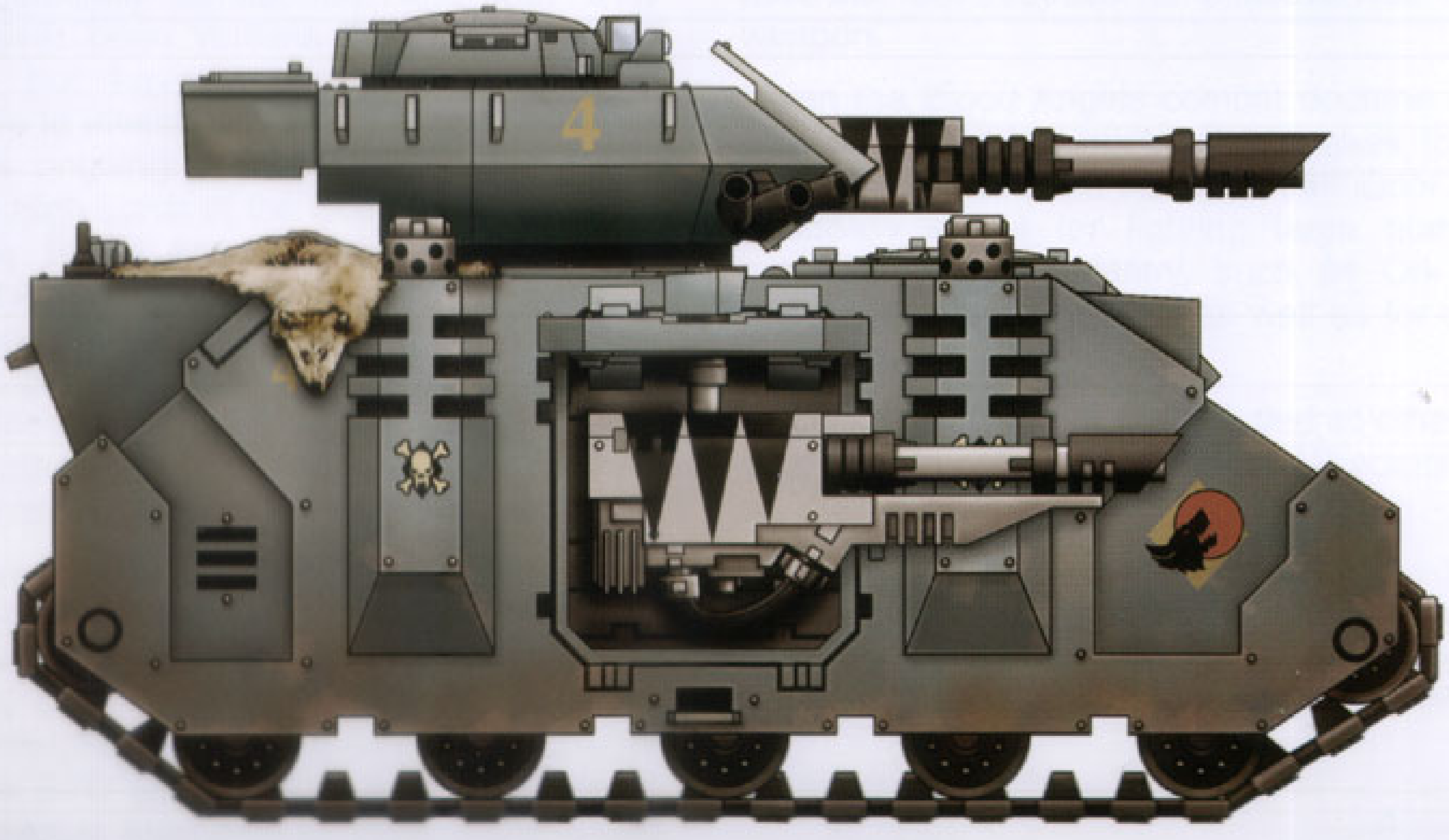




Predator Annihilator of the Crimson Fists Chapter. It bears the symbol of the fourth company on the rear of the hull. The Chapter's fifth such vehicle, named after Chapter Master Cantor, was destroyed during the infamous Ork invasion of Rynn's World.



Predator Annihilator of the Raptors Chapter. 'Deus Annihilatus' bears the red badge of third company, and the roman numerals 'III', showing it is the Chapter's third vehicle. The meaning of white chevrons is unknown, but it might be for identification reasons.



Predator Annihilator of the Space Wolves Chapter. It bears the symbol of the 'Night Runner', Logan Grimnar's Great Company. The black and white 'fang' markings are that of a Long Fang pack. This is the Great Company's fourth vehicle. Space Wolves believe that the wolf pelt imparts the beast's power and ferocity to the tank in battle.

PREDATOR ANNIHILATOR

	Points	Front Armour	Side Armour	Rear Armour	BS
Predator	120	13	11	10	4

Thought for the day:
All our ignorances bring us
closer to annihilation

Type: Tank

Crew: Space Marines

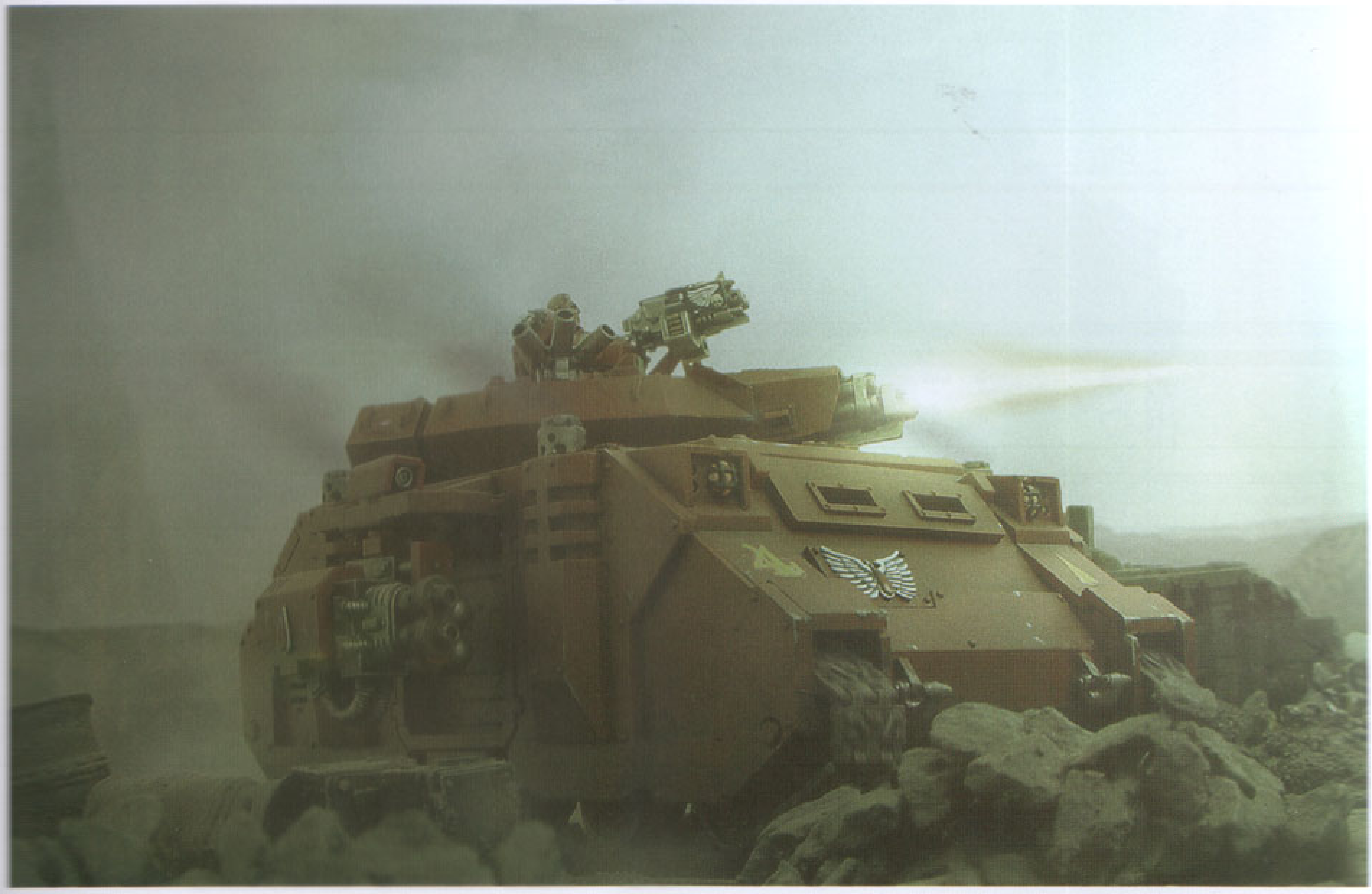
Weapons: The Annihilator is armed with a turret mounted twin-linked lascannons.

Options: The Predator Annihilator may be upgraded with two side sponsons armed with a pair of heavy bolters at +10 pts or a pair of lascannons at +25 pts.

The Predator Annihilator may be given any of the following from the Space Marine Codex: dozer-blade, extra armour, hunter-killer missile, improved comms, pintle-mounted storm bolter, searchlight, smoke launchers.

Heavy Support: The Predator Annihilator is a Heavy Support choice for a Space Marine army.

BAAL PREDATOR



The Baal Predator is a specialised variant developed by the Blood Angels Chapter, and used only by that Chapter and its Successors. Instead of the autocannon or twin lascannons, the Baal pattern mounts twin assault cannons in the turret, giving it devastating close range firepower.

History

The Adeptus Mechanicus have claimed that this variant has never been officially sanctioned, and that STC templates have never been verified. The Blood Angels deny this claim, but have never allowed Adeptus Mechanicus officials to investigate the Chapter's archives or armouries. This ongoing enmity between the Blood Angels and certain High Lords of the Cult Mechanicus has contributed to the Blood Angels' 'tainted' reputation, although the Blood Angels deny any accusations that they are operating beyond the bounds of Imperium control. The Chapter's leaders point to their honour roll, which is second to none in victories won in the name of the Emperor. The brothers of the Blood Angels remain steadfastly loyal where it counts most, upon the battlefield.

Baal Predators have been in service with the Blood Angels since the earliest days of the Great Crusade. The STC template was recovered from the ruins of the fortress of the arch techno-heretic Lord de Ladt on Atium III, after the Blood Angels stormed the breach and captured de Ladt's inner sanctum. The STC pattern found within was never returned to the Adeptus Mechanicus. Instead the Blood Angels retained the original, returning it to Baal, where it remains stored in a stasis-cell to this day, a relic of the Chapter.

Notable Features

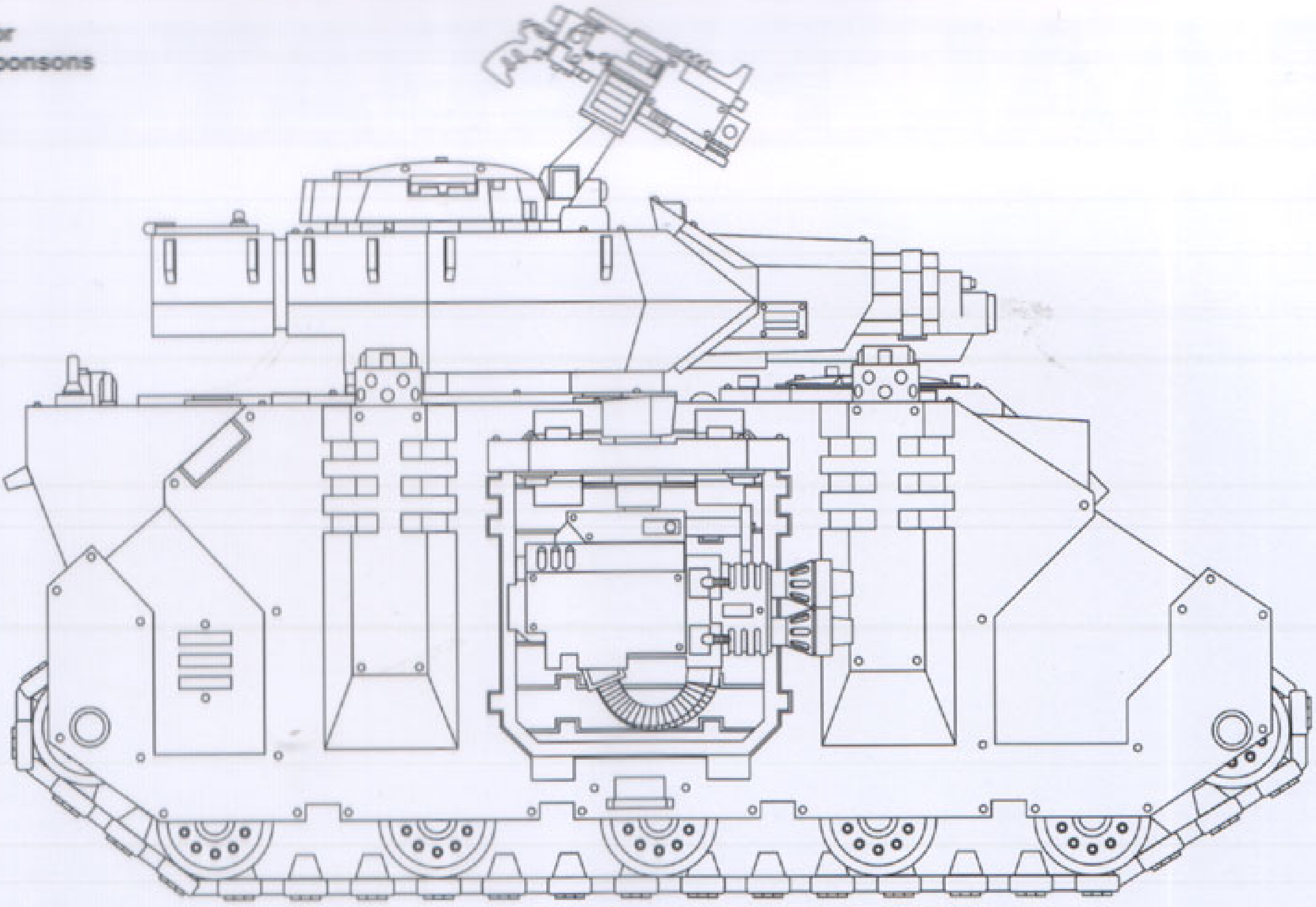
The Baal Predator's main differentiating feature is its twin-linked assault cannons and sponsons designed to take heavy flamers and promethium fuel tanks. This makes the Baal pattern highly effective in close support of infantry assaults, but reduces its effectiveness as an anti-tank weapon.

Given the Blood Angels combat doctrine and specialised elite close combat troops, this makes the Baal a more useful variant to them than the Annihilator or Destructor. It is ideally suited for fighting large numbers of lightly armoured enemy infantry, such as Ork mobs, Tyranid swarms or Chaos cultists, as well as for close support in street fighting.

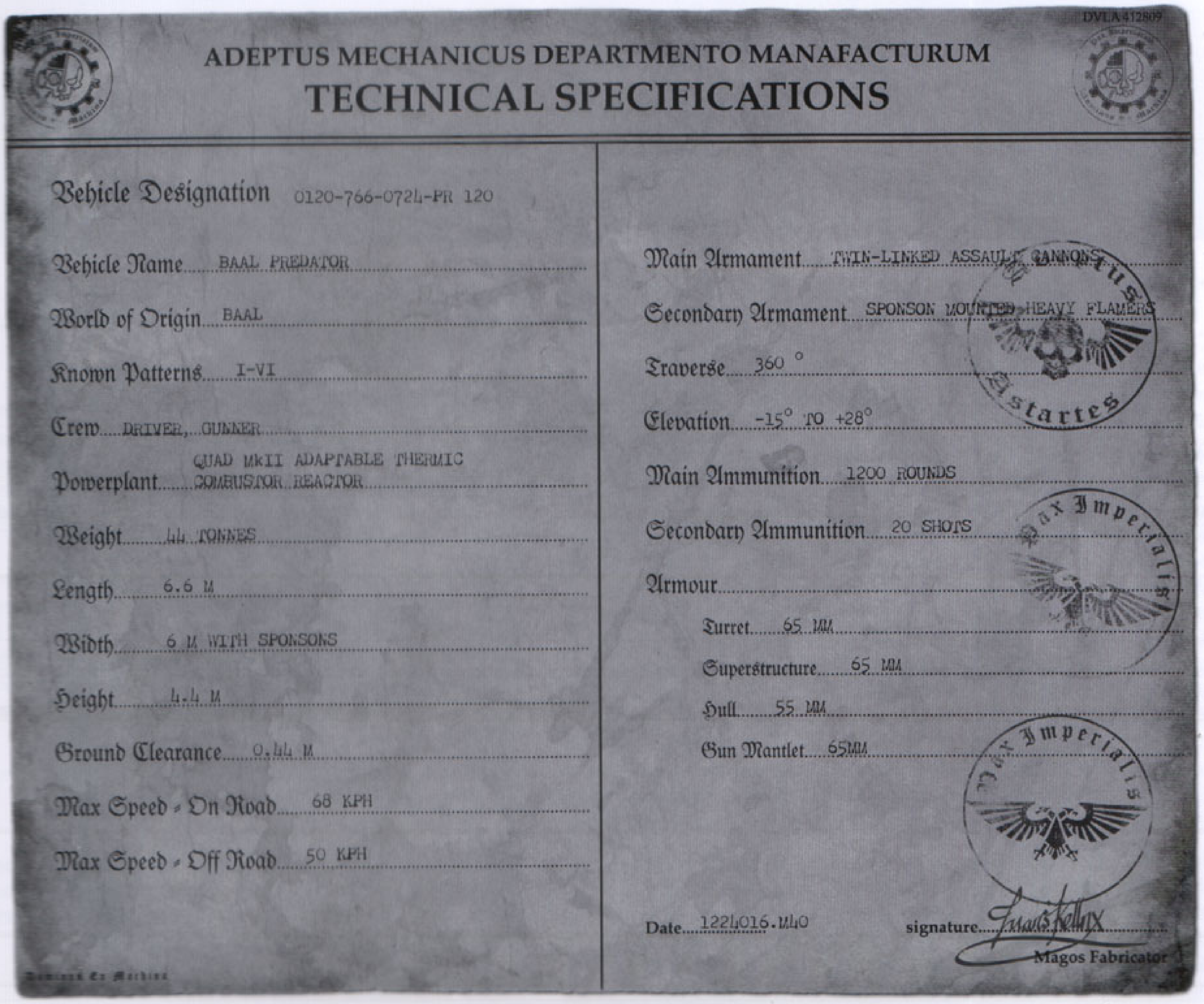
It is assumed, but not verified, that all other features of the Baal remain consistent with other Predator patterns.

Construction

Unknown. Any special construct methods used by the Blood Angels and their Successor Chapters remain close guarded secrets. It is assumed that Baal pattern Predators are built to the same specifications as other Predators.



Baal pattern Predator with heavy flamer sponsons



DVLA 412809

ADEPTUS MECHANICUS DEPARTMENTO MANAFACTURUM

TECHNICAL SPECIFICATIONS

Vehicle Designation 0120-766-0724-PR 120

Vehicle Name BAAL PREDATOR

World of Origin BAAL

Known Patterns I-VI

Crew DRIVER, GUNNER

Powerplant QUAD MkII ADAPTABLE THERMIC COMBUSTOR REACTOR

Weight 44 TONNES

Length 6.6 M

Width 6 M WITH SPONSONS

Height 4.4 M

Ground Clearance 0.44 M

Max Speed - On Road 68 KPH

Max Speed - Off Road 50 KPH

Main Armament TWIN-LINKED ASSAULT CANNONS

Secondary Armament SPONSON MOUNTED HEAVY FLAMERS

Traverse 360 °

Elevation -15° TO +28°

Main Ammunition 1200 ROUNDS

Secondary Ammunition 20 SHOTS

Armour

Turret 65 MM

Superstructure 65 MM

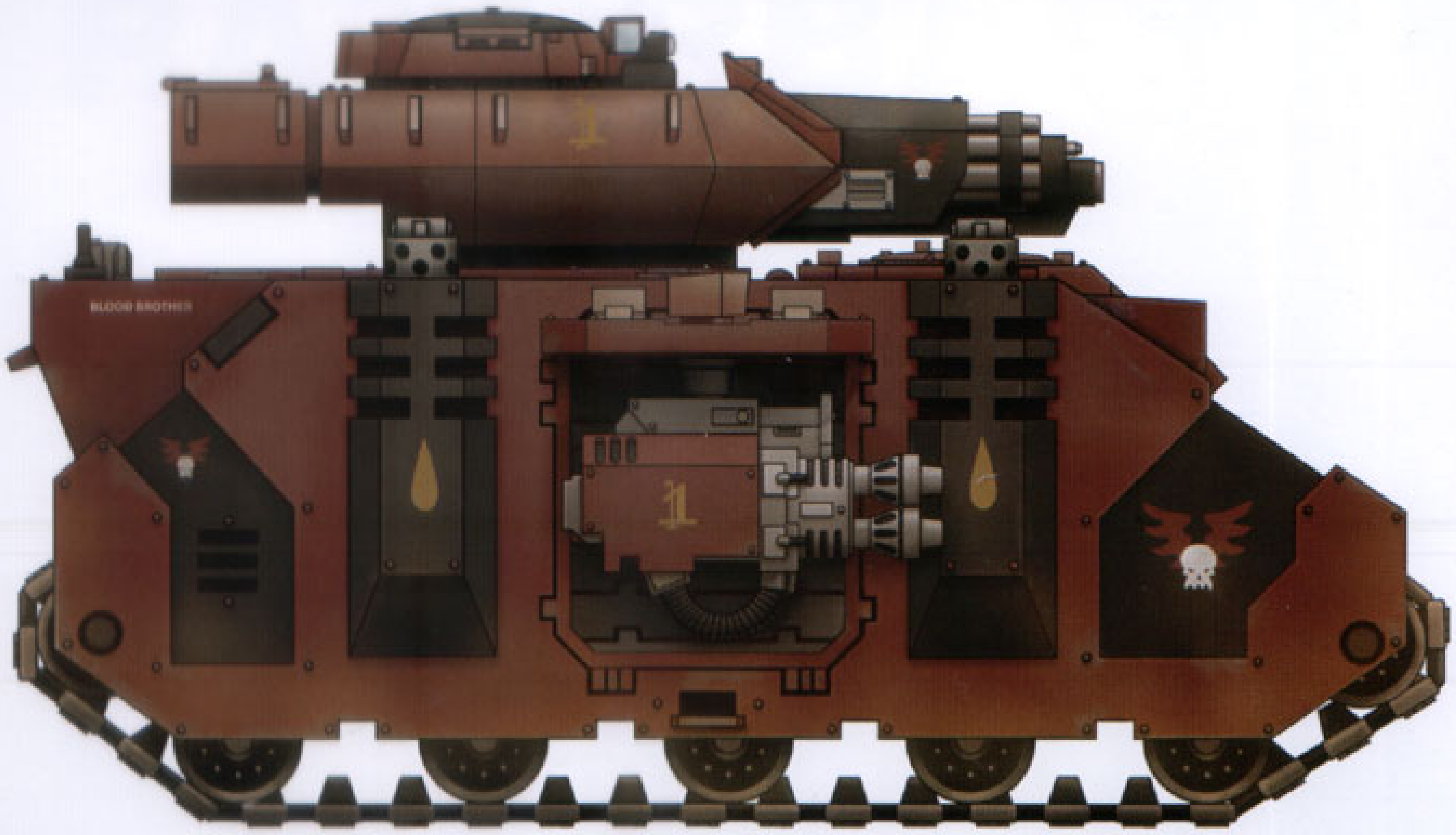
Hull 55 MM

Gun Mantlet 65MM

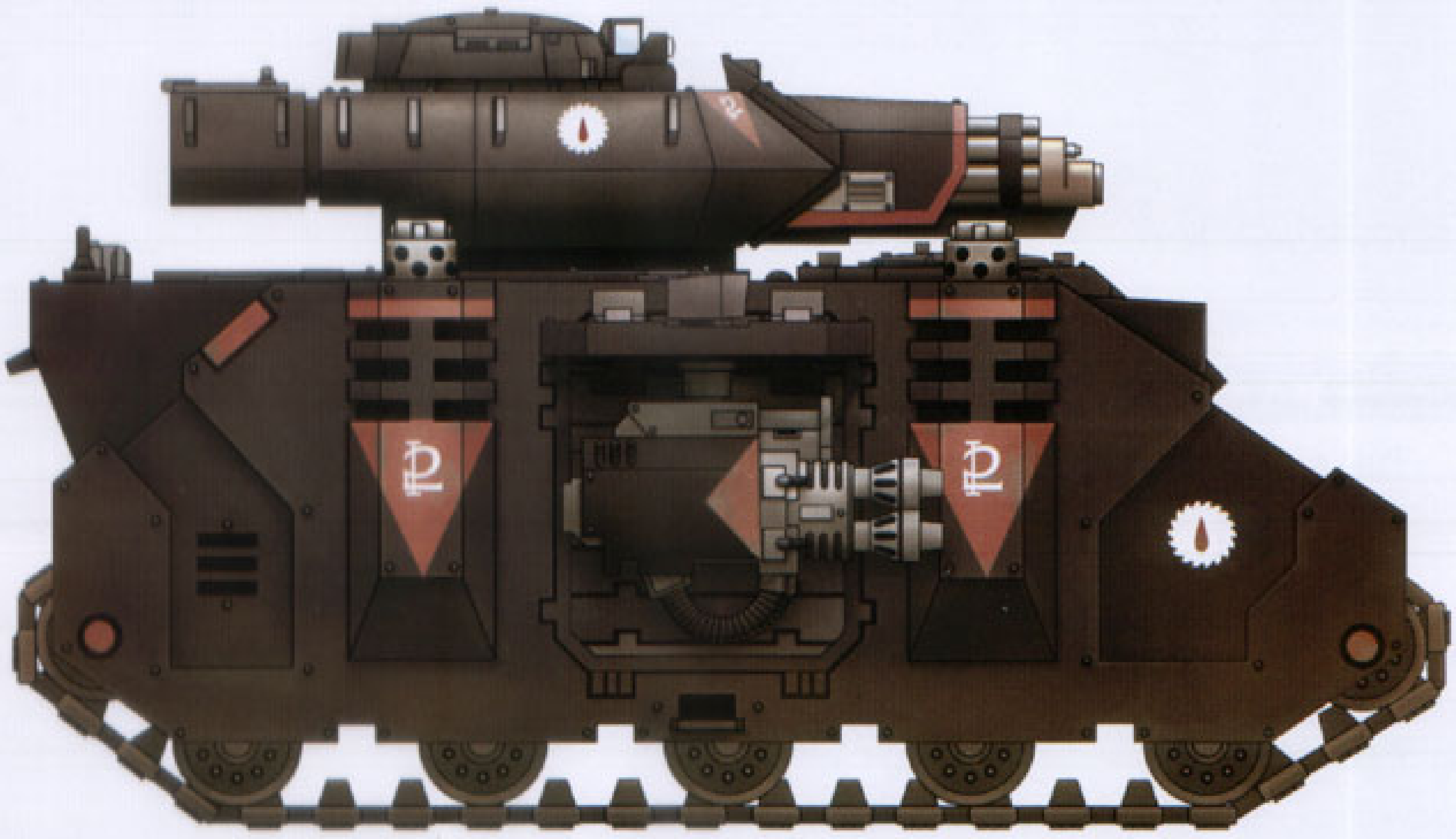
Date 1224016.M40

signature

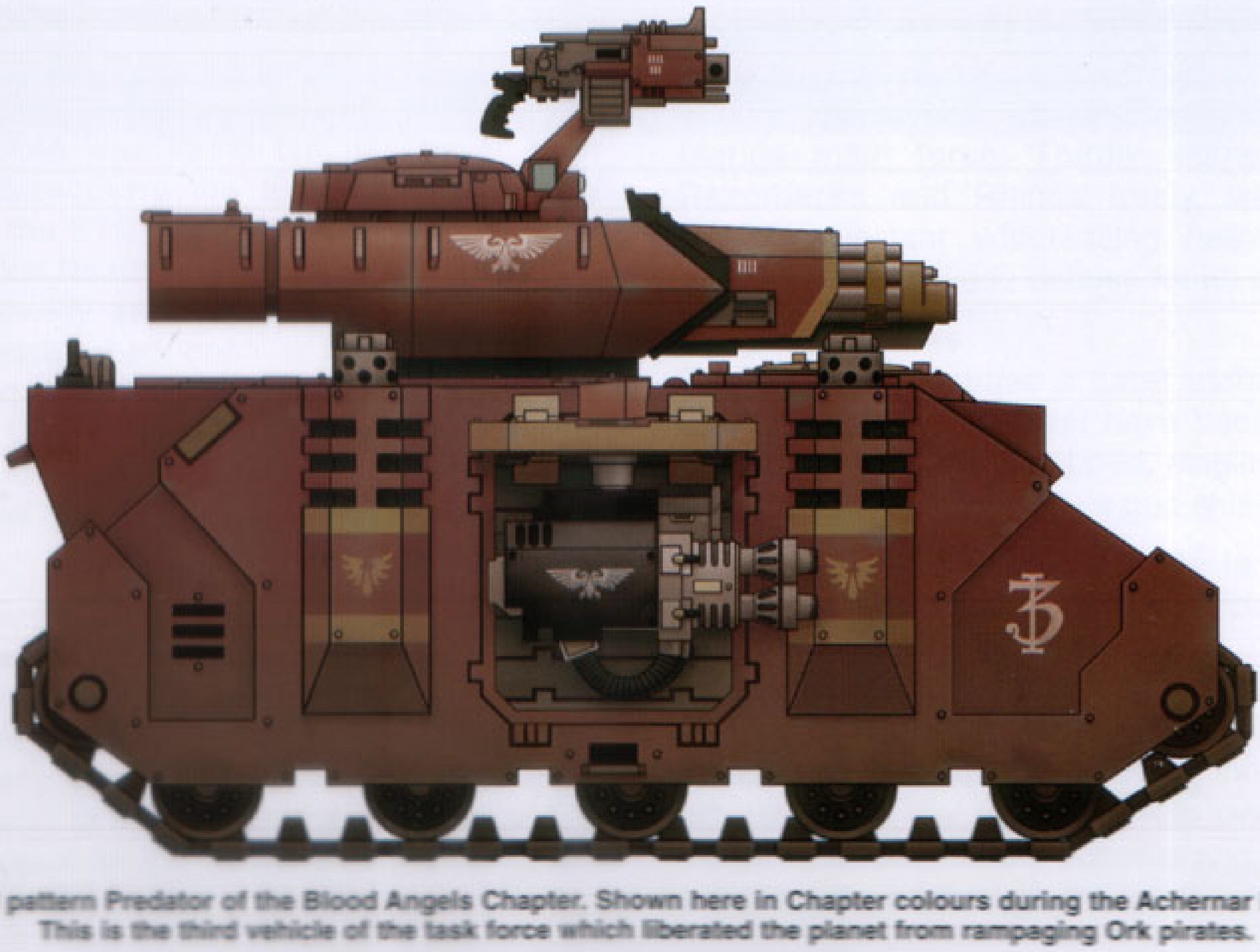
Magos Fabricator



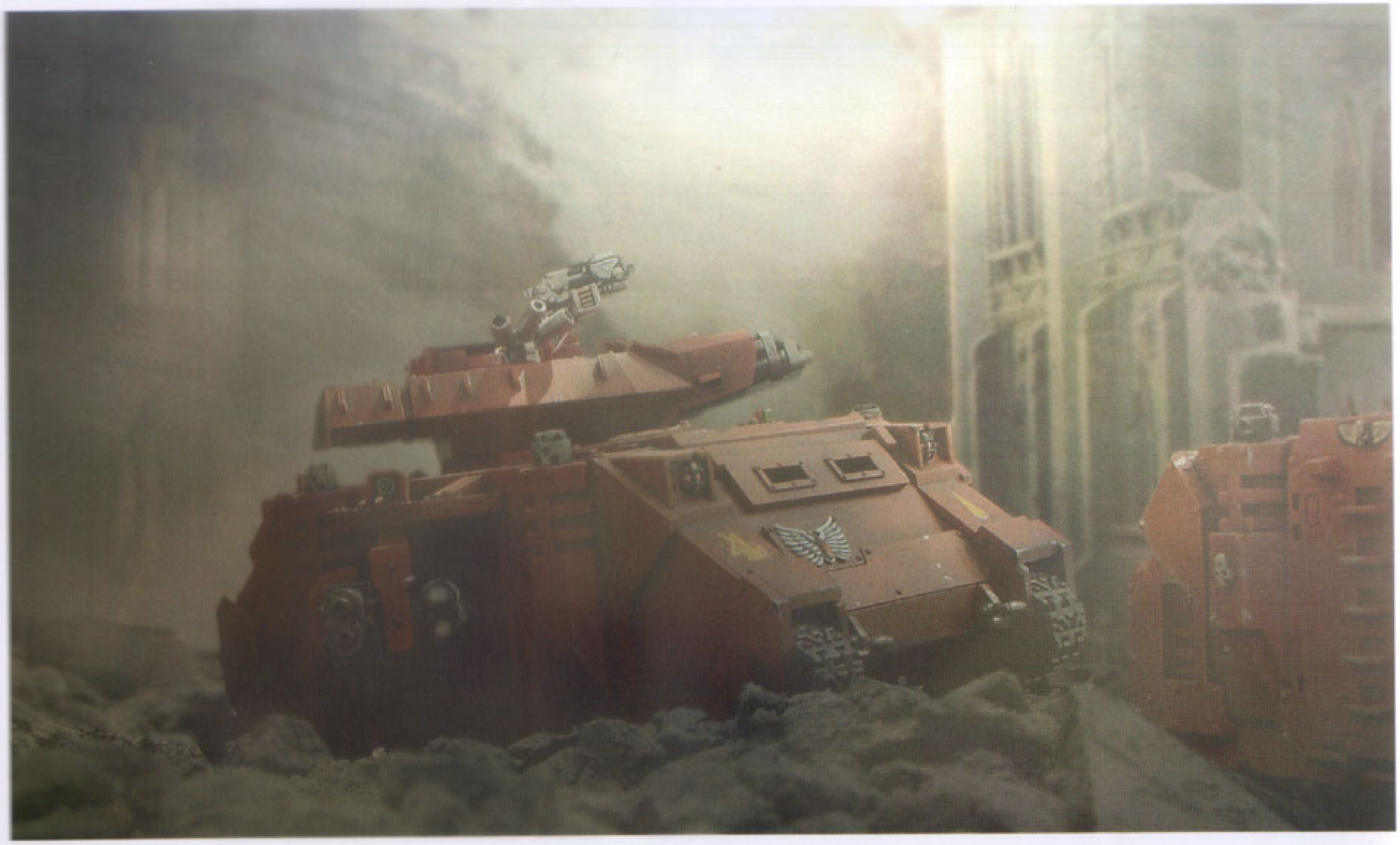
A Baal pattern Predator of the Angels Sanguine Chapter. Apart from the Blood Angels themselves, only their Successor Chapters utilise the Baal pattern. The blood drop symbol shows their allegiance to the Cult of Sanguinius. 'Blood Brother' is the Chapter's first vehicle. Task Force Iscon.



A Baal pattern Predator of the Flesh Tearers Chapter. This vehicle has been painted black for ritualistic reasons, on the orders of the Chapter's High Chaplain. Acata Uprising.



A Baal pattern Predator of the Blood Angels Chapter. Shown here in Chapter colours during the Achernar Invasion. This is the third vehicle of the task force which liberated the planet from rampaging Ork pirates.



BAAL PREDATOR

	Points	Front Armour	Side Armour	Rear Armour	BS
Baal Predator	110	13	11	10	4

Thought for the day:
On the battlefield, valour is the
lifeblood of victory

Type: Tank

Crew: Space Marines

Weapons: The Baal Predator is armed with a turret mounted twin-linked assault cannons.

Options: The Baal Predator may be upgraded with two side sponsons armed with a pair of heavy bolters at +10 pts or a pair of heavy flamers at +10 pts.

The Baal Predator may be given any of the following from the Space Marine Codex: dozer-blade, extra armour, hunter-killer missile, improved comms, pintle-mounted storm bolter, searchlight, smoke launchers.

Heavy Support: The Baal Predator is a Heavy Support choice for a Blood Angels army, or their Successor Chapters.

RAZORBACK

The Razorback is primarily a troop transporter variant of the Rhino. Equipped with turret mounted heavy weapons, and carrying extra ammunition, the Razorback surrenders some of its transport capacity for extra firepower.

History

The STC template for the Razorback was rediscovered in M36 by Chief Artisan Tilvius whilst on an expedition across the Southern Rim. The Razorback find was the main triumph of his quest, although rumours abound that another STC template was found but has never seen production. After rediscovery the template was rapidly adopted as part of the STC canon, and in just under two hundred years the first Razorbacks were being field tested. Existing records already indicated that a troop carrying variant of the Predator had been a forerunner of the Predator tank, and the Razorback seemed to fit the description closely. When Tilvius returned with evidence of the vehicle, the Lords of Mars quickly recognised it. The omens were deemed good, and work commenced.

Service Record

Since M.36 the Razorback, with its increased firepower, has filled the gap left by the Predator as it developed into a full battle tank. Originally, the Predator was also a troop carrier, and it may be that the Razorback design is a hang-over from those early days. The Razorback, capable of carrying a demi-squad of 6 battle brothers, and providing heavy weapons support for the squad on the ground, is a useful addition to the Space Marines' armoury.

Some Chapter Masters believe it fails as a troop transport, not being able to carry a full squad, and fails as a tank - lacking armour protection and not carrying enough heavy weapons to take on enemy heavy armour in a tank battle.

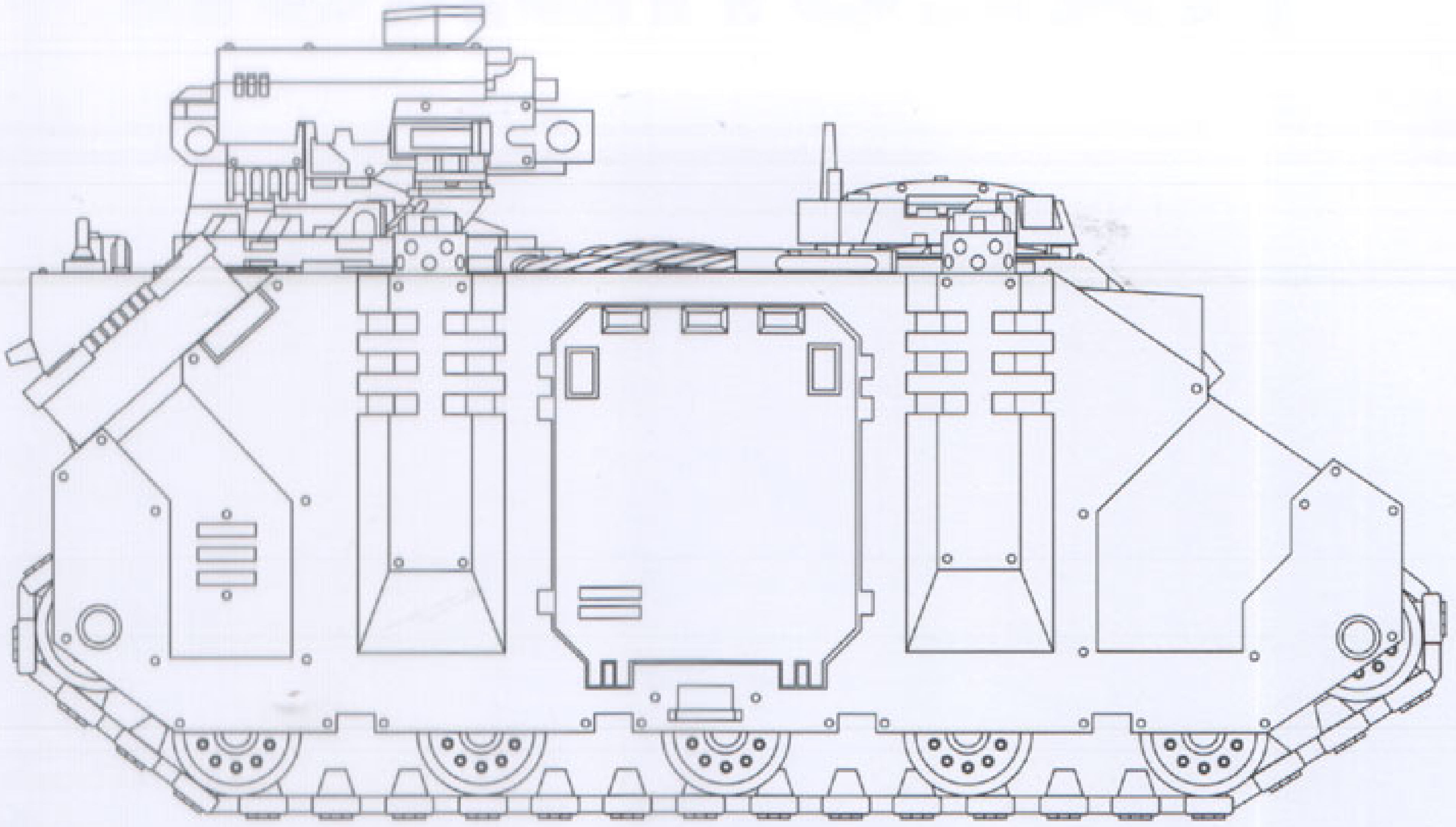
Other commanders find it useful in a number of roles. Firstly, providing protection for squads in support of armoured attacks by Land Raider and Predators. Secondly, it is used in a heavy reconnaissance role, supporting bikes or attack bikes as they seek out the enemy and launch lightning strikes ahead of a Space Marine main force. Thirdly, some commanders mix Razorbacks and Rhinos freely, with the Razorbacks providing instant suppressing heavy weapons fire as Space Marine squads debuss for an assault.

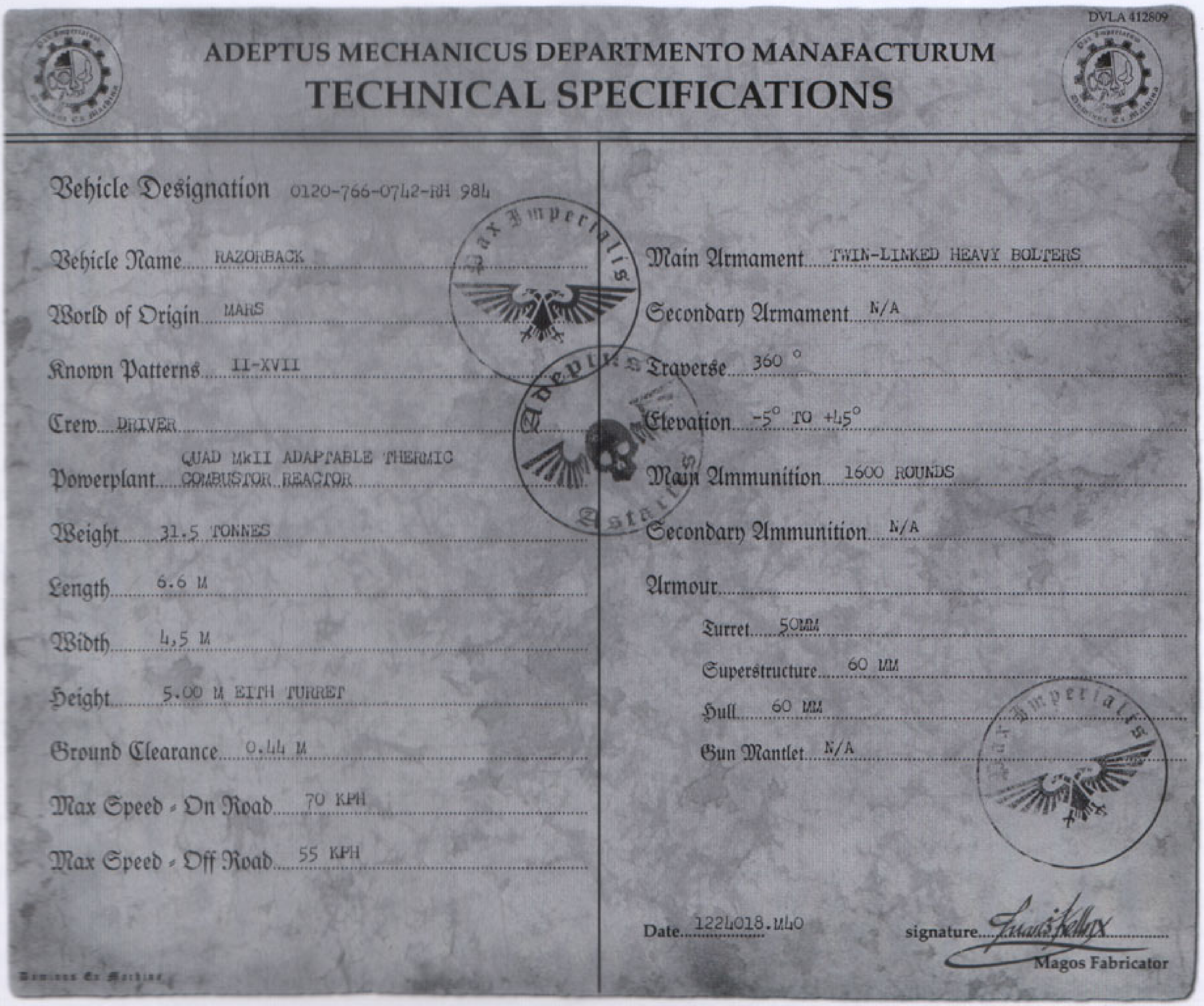
Notable Features

The Razorback carries a turret mounted heavy weapon. Different patterns of turret have been used, from remote control turrets to open-topped, single crewed turrets, with the crewman protected by a gun shield.

The remote turret uses the same targeting logis-engines as the Land Raider, providing efficient and rapid threat response and reduces the crew requirements of the vehicle from two to one. Given the manpower demands of a Space Marine Chapter, and the difficulty of keeping a Chapter's manpower levels high, this is seen as the key advantage of the remote turrets over crewed weapons. There have been many patterns and marks of Razorback turret employed through the years.

Mars pattern MkV Razorback
with remote controlled heavy bolter turret





DVLA 412809

ADEPTUS MECHANICUS DEPARTMENTO MANAFACTURUM
TECHNICAL SPECIFICATIONS

Vehicle Designation 0120-766-0742-RH 984

Vehicle Name: RAZORBACK

World of Origin: MARS

Known Patterns: II-XVII

Crew: DRIVER

Powerplant: QUAD MkII ADAPTABLE THERMIC COMBUSTOR REACTOR

Weight: 31.5 TONNES

Length: 6.6 M

Width: 4,5 M

Height: 5.00 M EITH TURRET

Ground Clearance: 0.44 M

Max Speed - On Road: 70 KPH

Max Speed - Off Road: 55 KPH

Main Armament: TWIN-LINKED HEAVY BOLTERS

Secondary Armament: N/A

Traverse: 360 °

Elevation: -5° TO +45°

Main Ammunition: 1600 ROUNDS

Secondary Ammunition: N/A

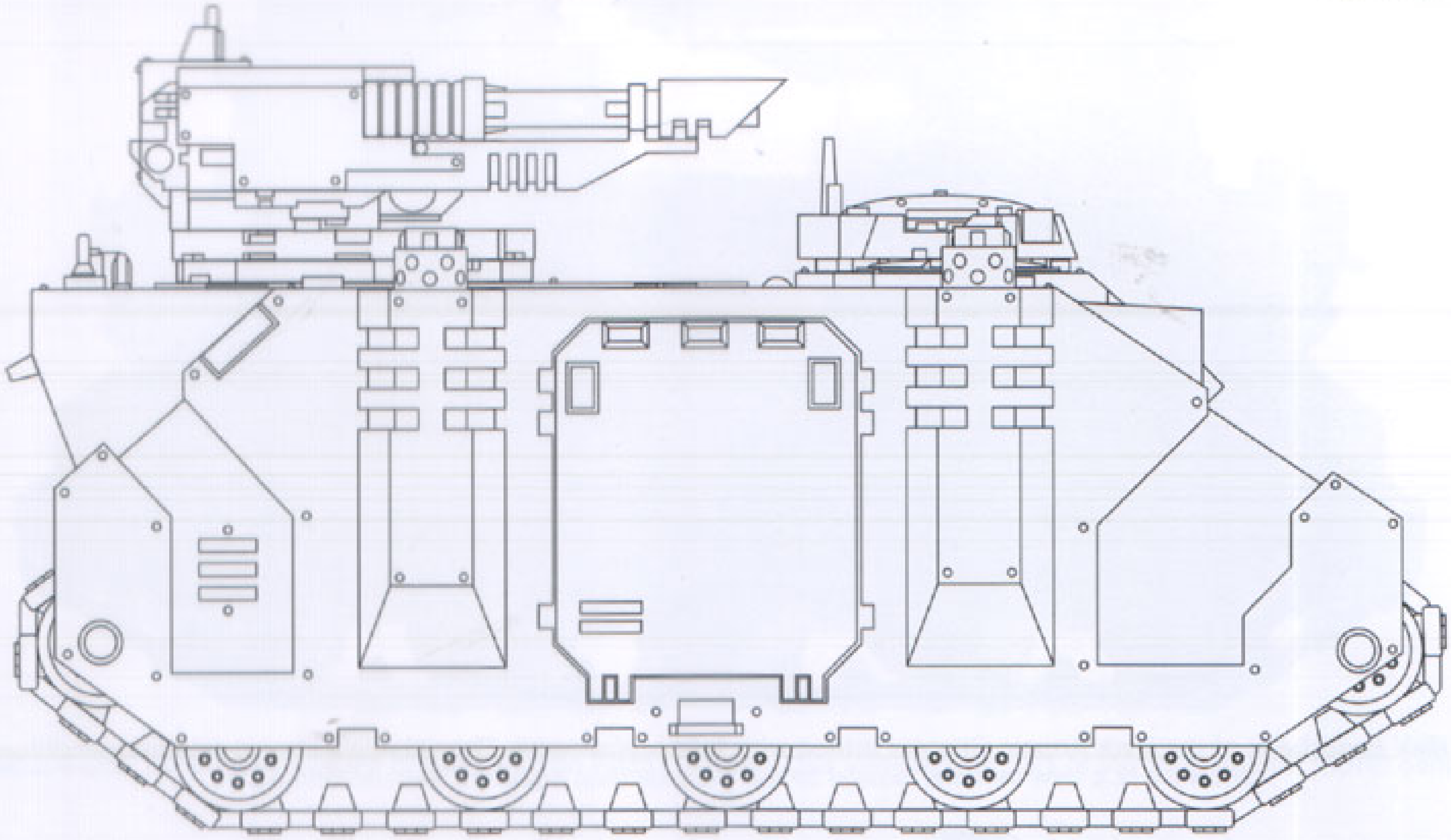
Armour:

- Turret: 50MM
- Superstructure: 60 MM
- Hull: 60 MM
- Gun Mantlet: N/A

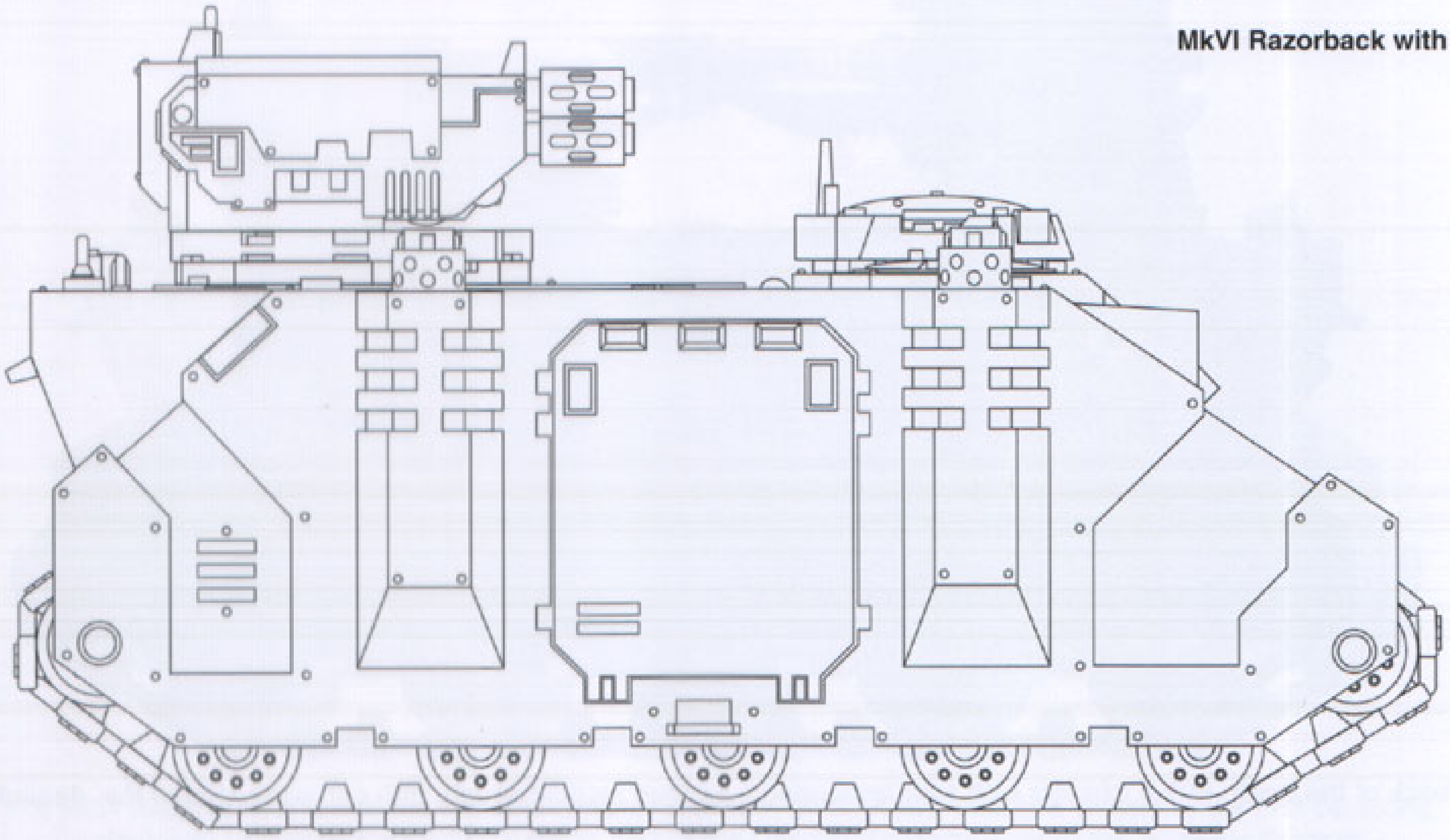
Date: 1224018.M40

signature:

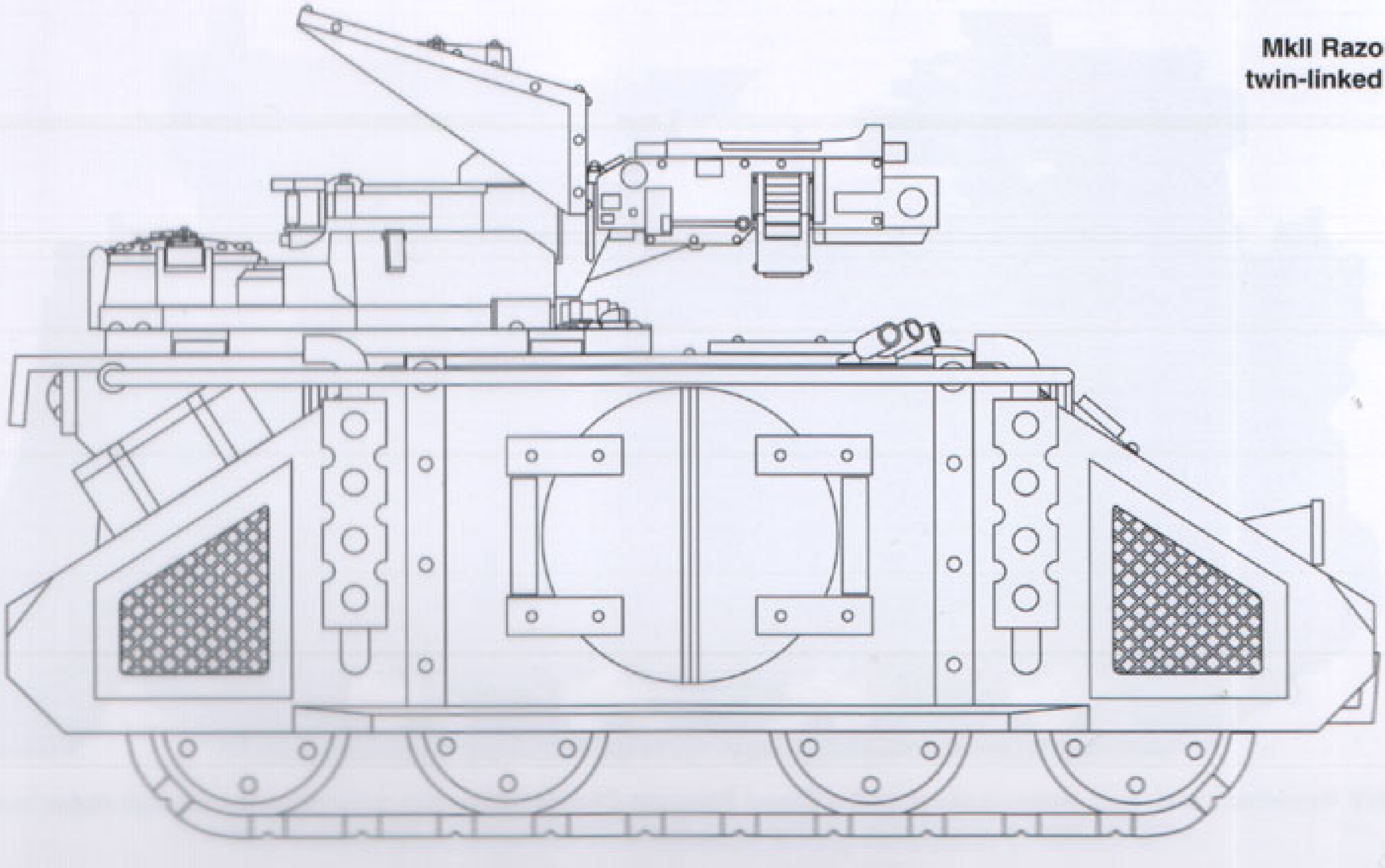
Magos Fabricator



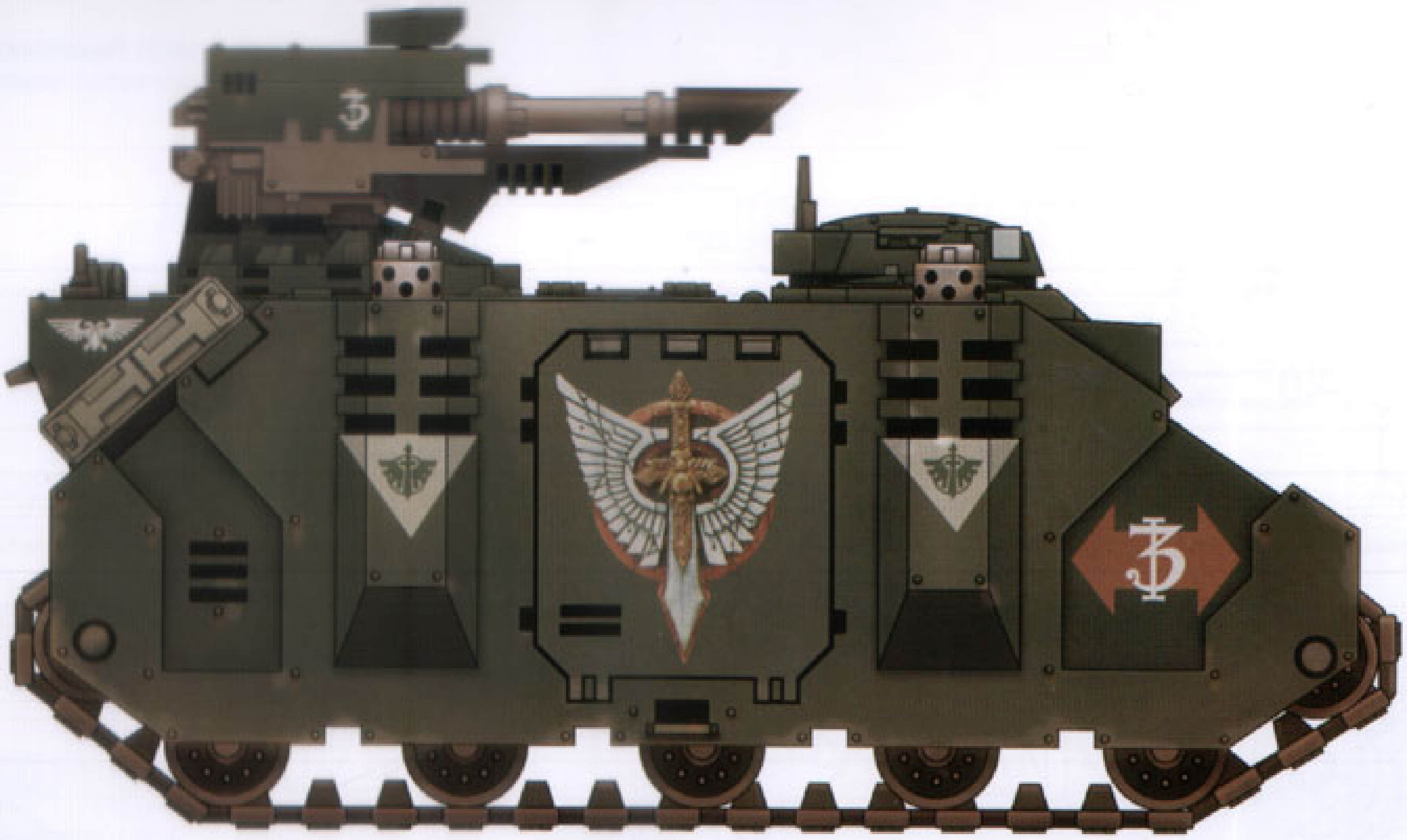
MkVI Razorback with remote controlled twin-linked lascannon turret



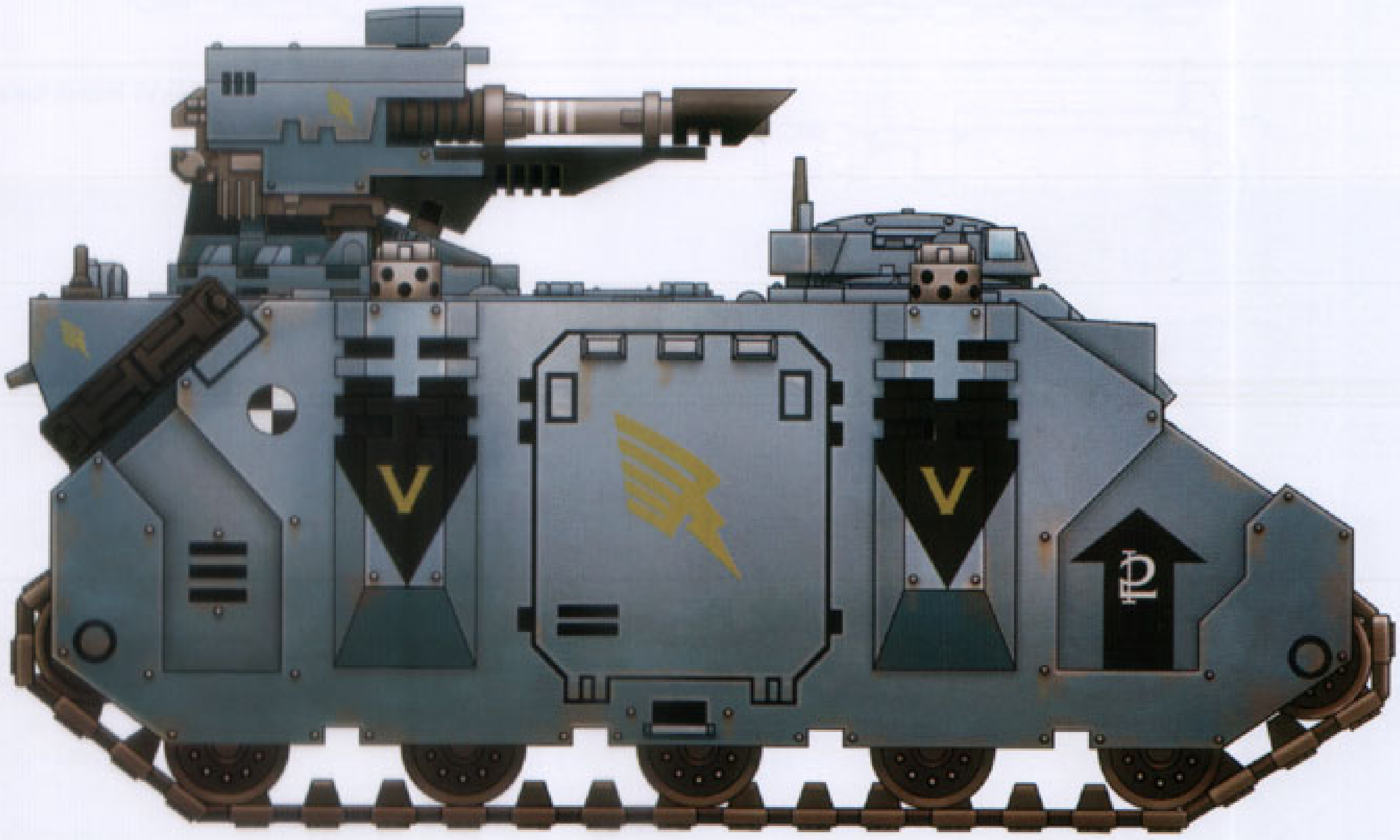
MkVI Razorback with remote controlled multi-melta turret



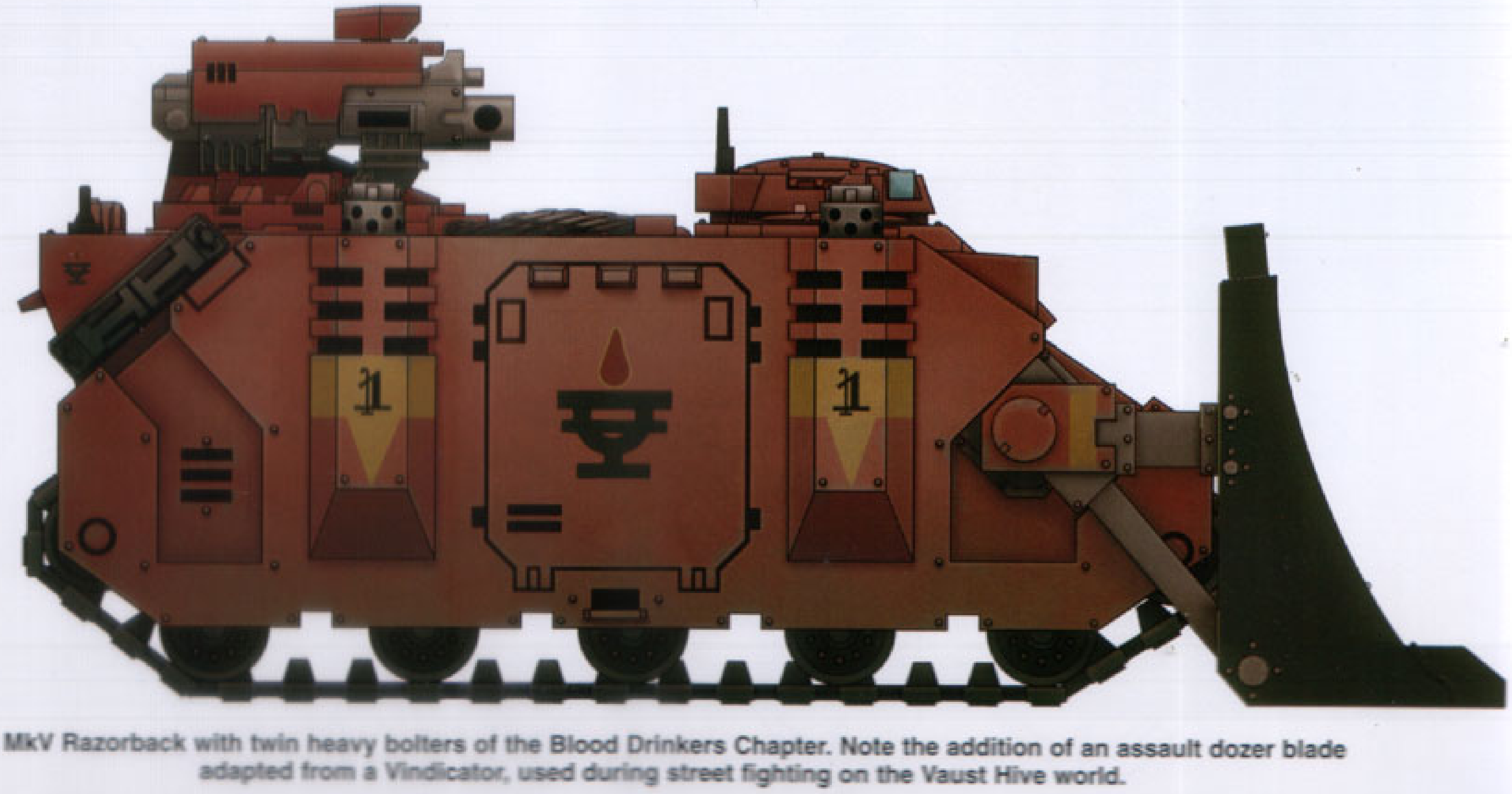
MkII Razorback with manned twin-linked heavy bolter turret



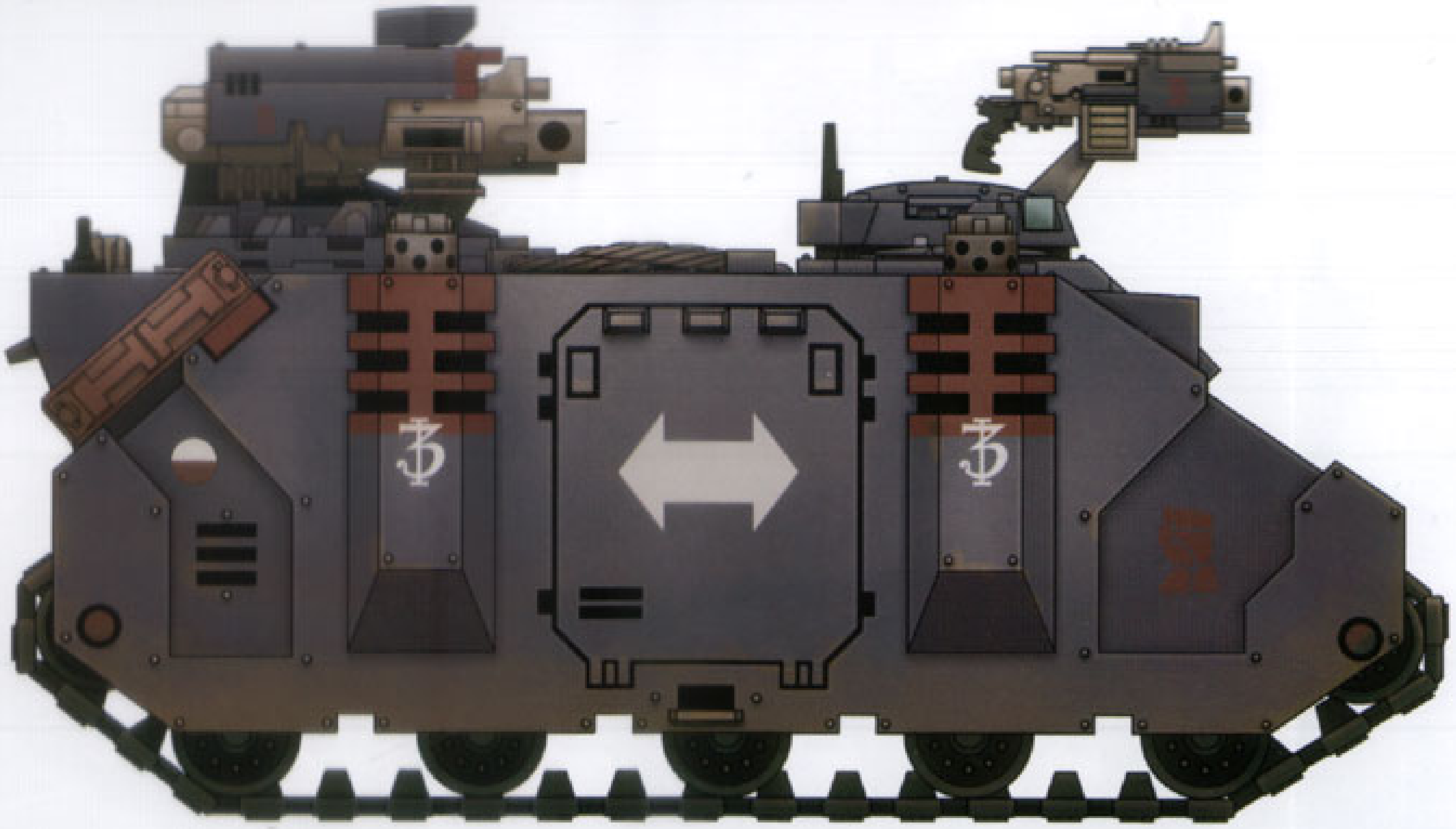
A MkV Razorback of the Dark Angels Chapter armed with twin lascannons. The vehicle's almost pristine condition shows it is a new vehicle, issued to the third tactical squad of second company.



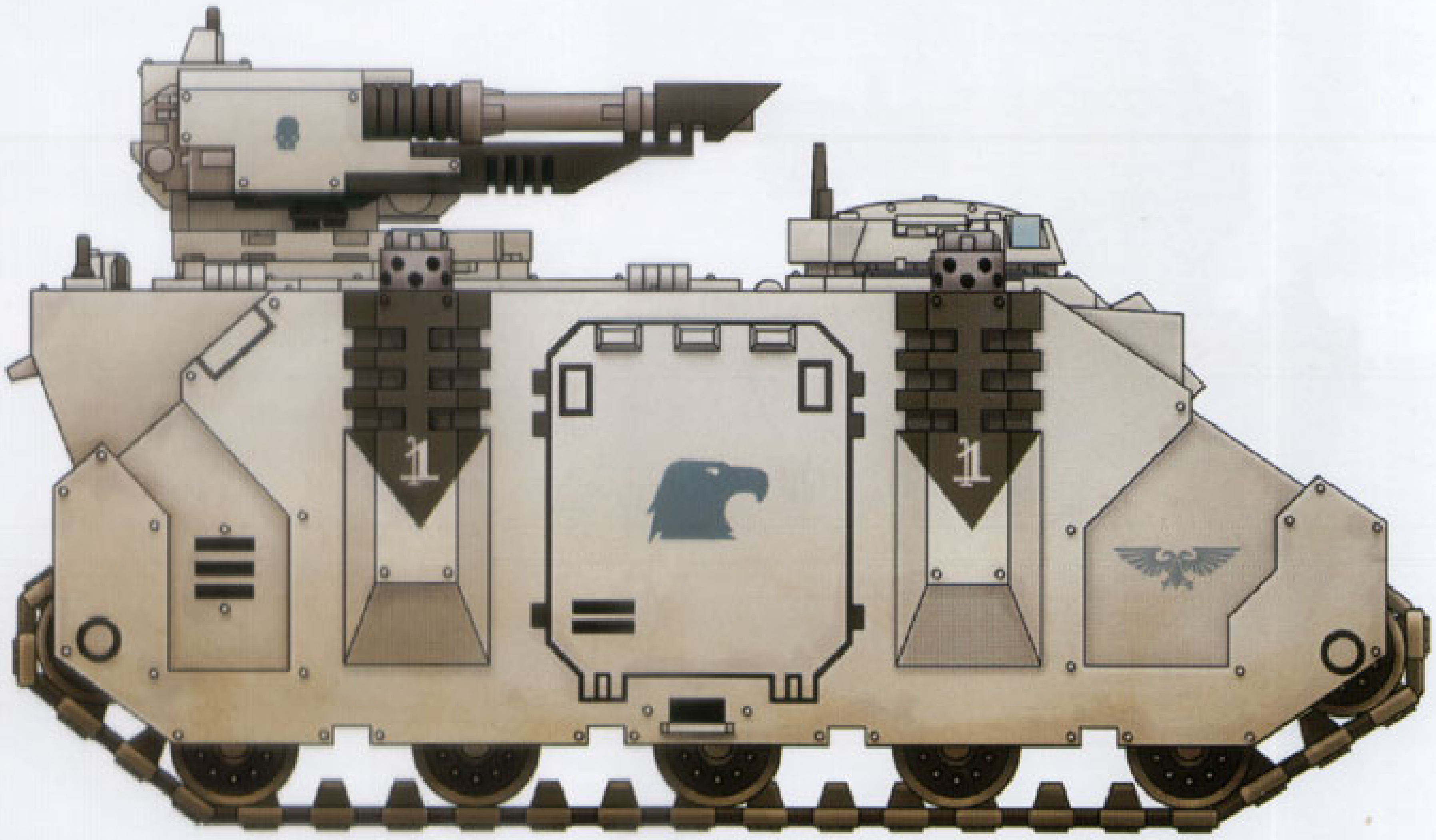
A MkV Razorback of the Death Strike Chapter with twin lascannons. Second tactical squad, fifth company, during the Assault on Moros.



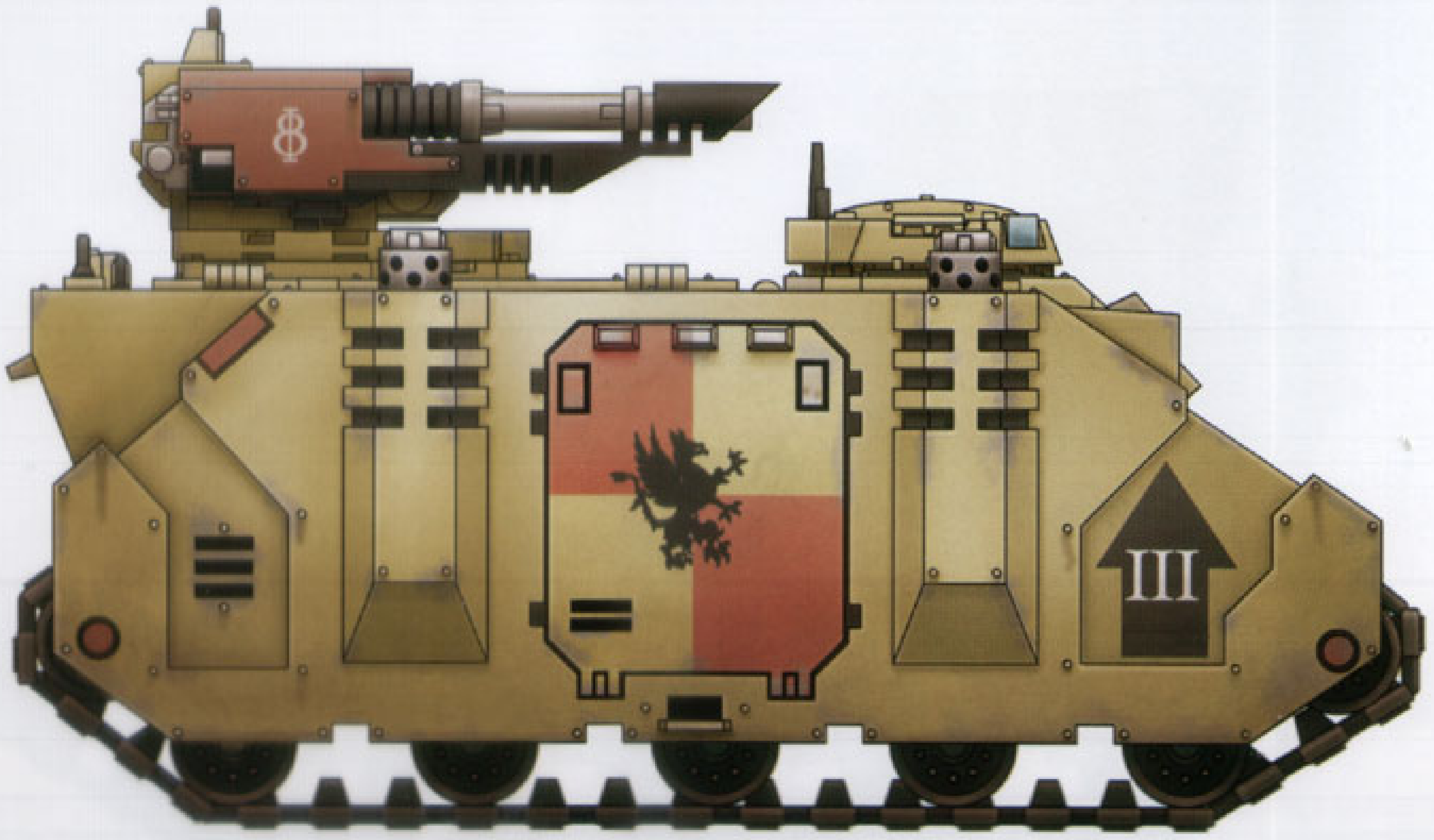
A MkV Razorback with twin heavy bolters of the Blood Drinkers Chapter. Note the addition of an assault dozer blade adapted from a Vindicator, used during street fighting on the Vaust Hive world.



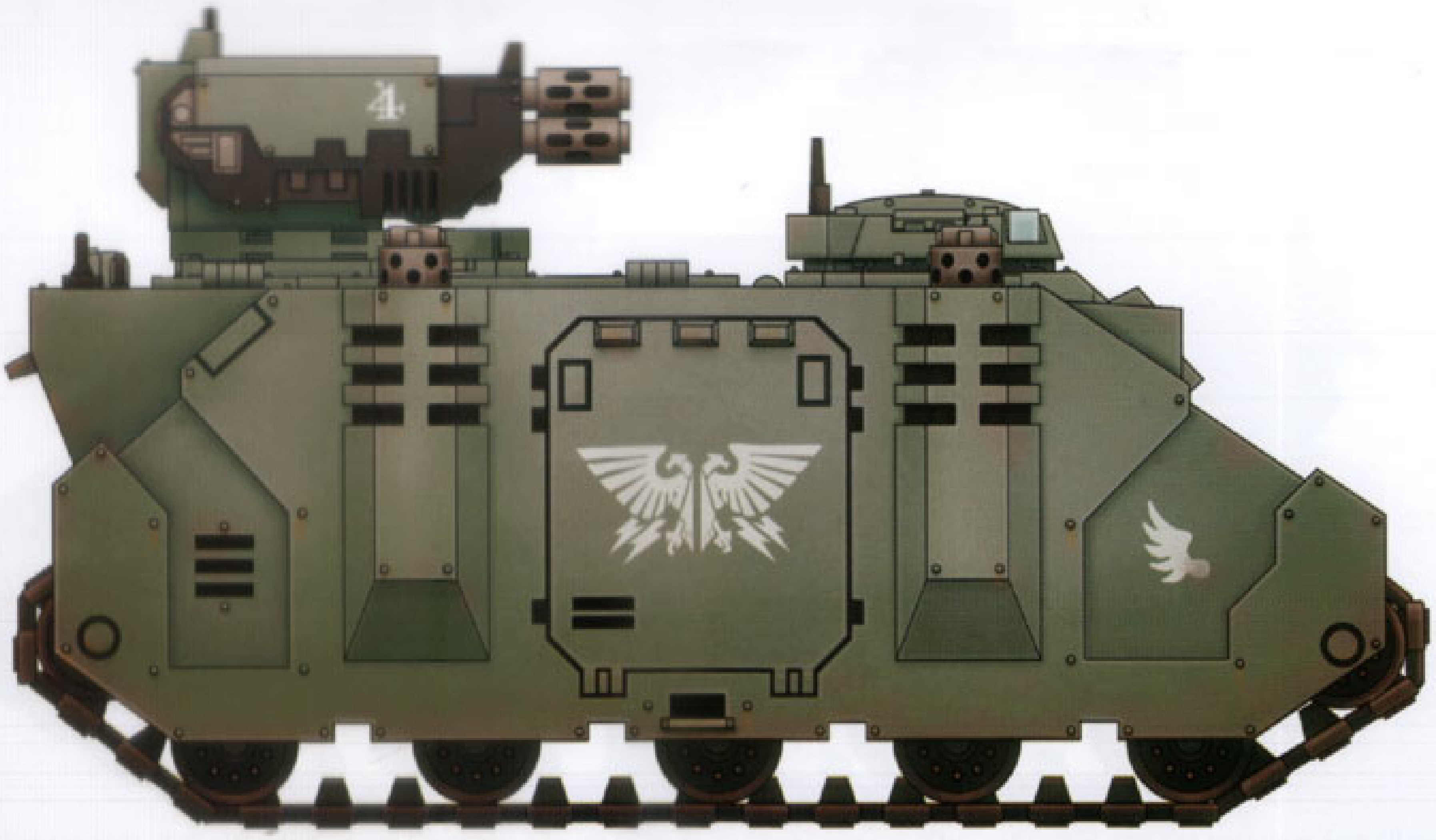
A MkV Razorback with twin heavy bolters of the Crimson Fists Chapter. This vehicle was part of the third squad, fourth company.



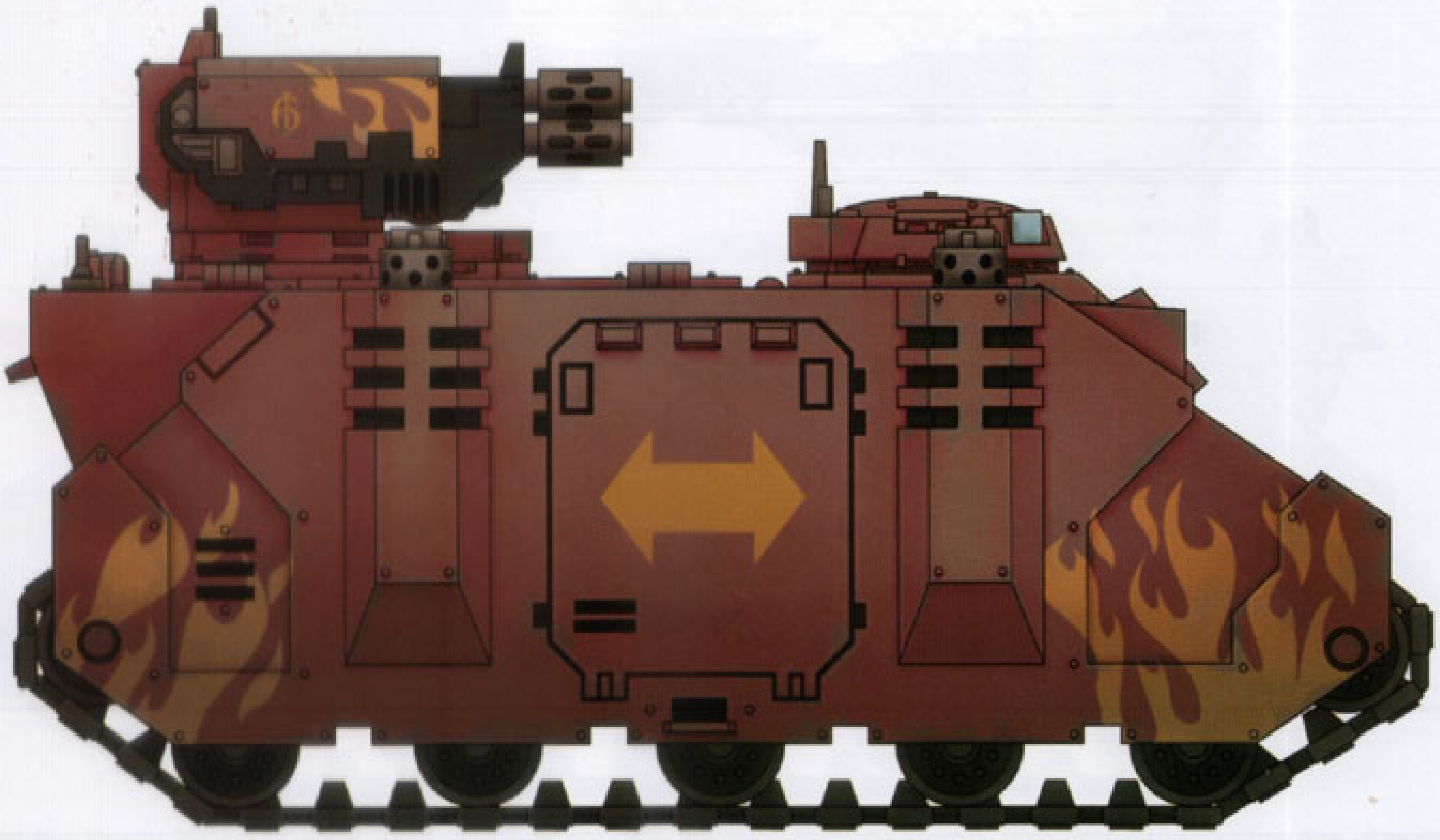
A MkVI Razorback of the White Consuls Chapter with twin lascannons. This is a vehicle of the first company, deployed to defend the Cadian Gate as part of the Chapter's commitment to the 'Astartes Praeses'.



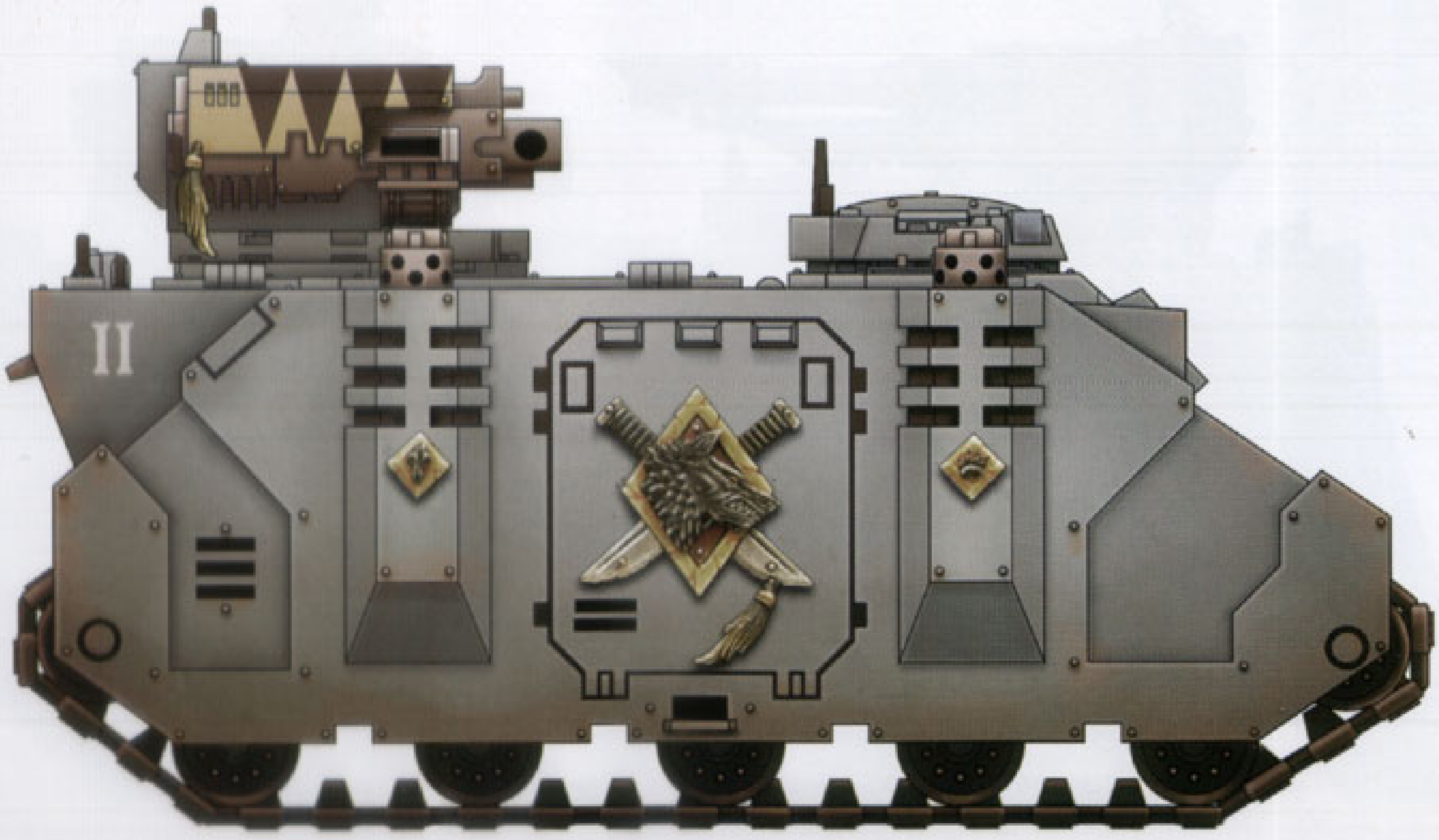
A MkVI Razorback with twin lascannons of the Howling Griffons Chapter. This vehicle was part of the third company during the Dennar IV Rebellion.



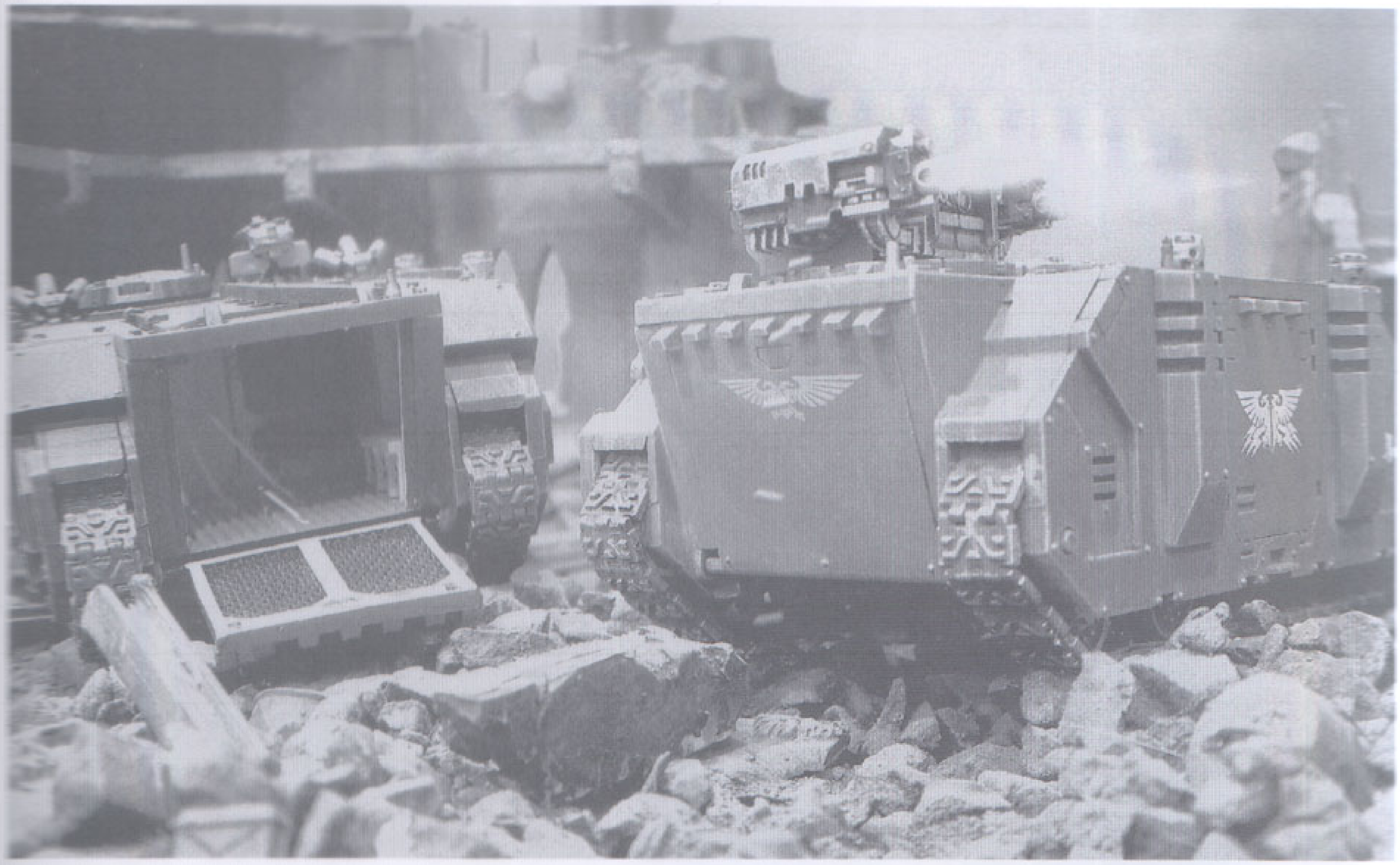
A MkVI Razorback with multi-melta of the Dark Eagles Chapter.

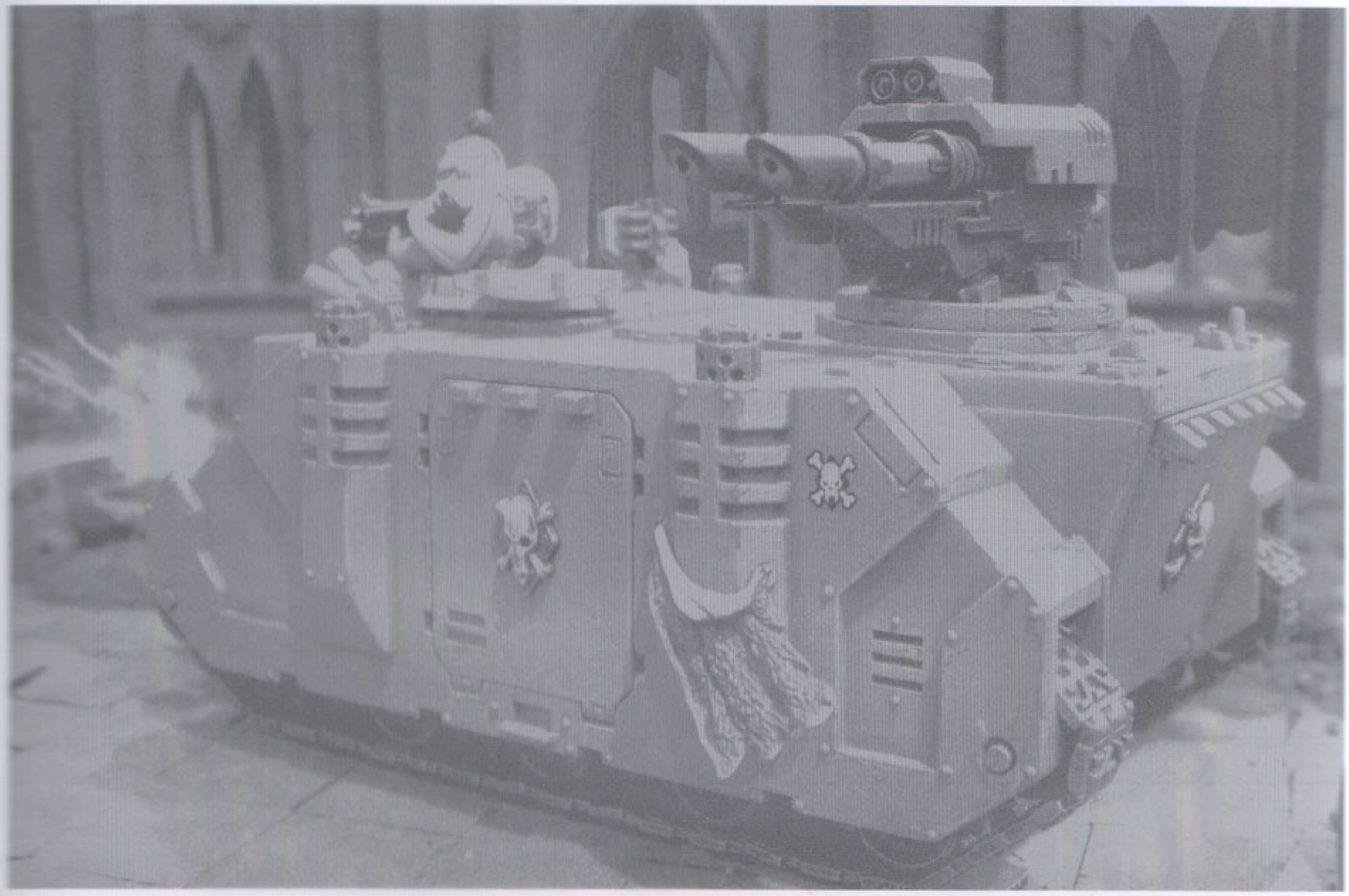


A MkVI Razorback with multi-melta of the Fire Angels Chapter, sixth company. Third Armageddon War.



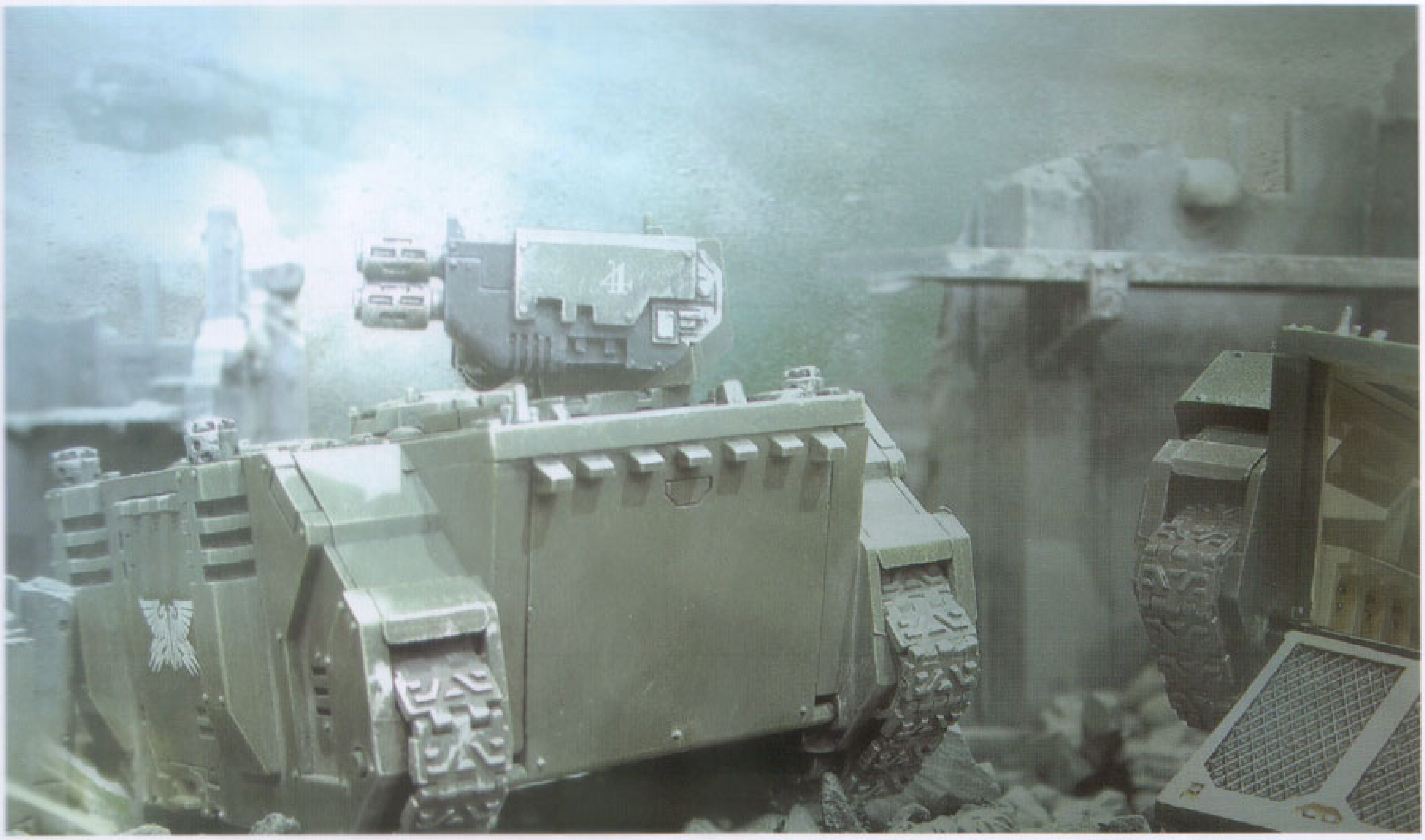
A MkVI Razorback with twin heavy bolters of the Space Wolves Chapter.





Top: A Razorback of the Dark Eagles Chapter lays down suppressing fire with its heavy bolters. Note the squads have already debussed and moved out.

Above: A Space Wolf Razorback comes under inaccurate enemy fire as it guards the entrance to an Administratum building.



RAZORBACK

	Points	Front Armour	Side Armour	Rear Armour	BS
Razorback	70	11	11	10	4

Thought for the day:
Zeal is its own excuse

Type: Tank

Crew: Space Marines

Weapons: The Razorback turret is armed with twin-linked heavy bolters.

Options: The twin-linked heavy bolters may be upgraded to one of the following: twin-linked lascannons at +20 pts; a multi-melta at +5 pts.

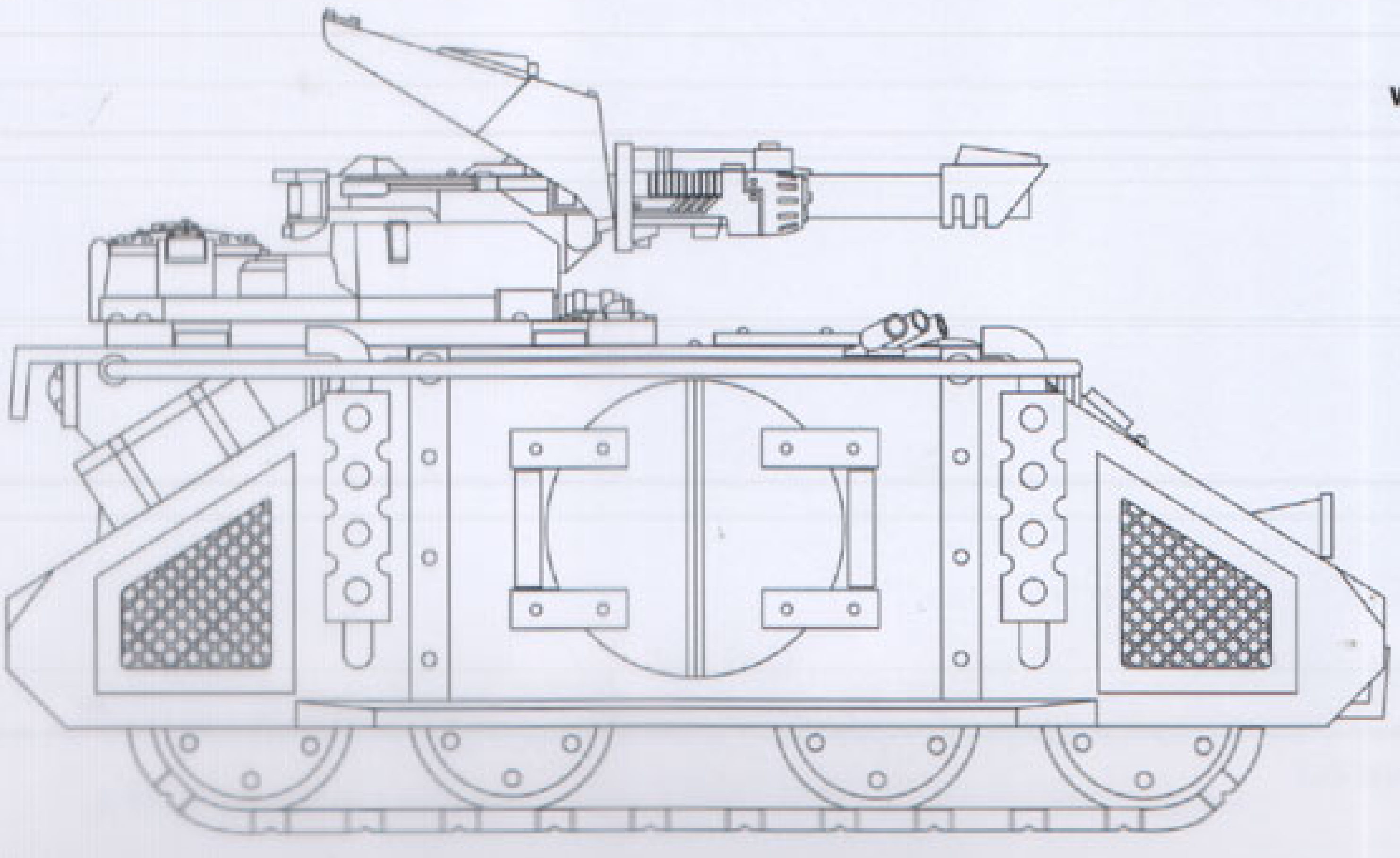
The Razorback may be given any of the following from the Space Marine Codex: dozer-blade, extra armour, hunter-killer missile, improved comms, pintle-mounted storm bolter, searchlight, smoke launchers.

Transport: The Razorback can carry up to six Space Marines. It may not carry Terminators or Space Marines with jump packs.

Transport Option: The Razorback is a transport choice for a Space Marine army.

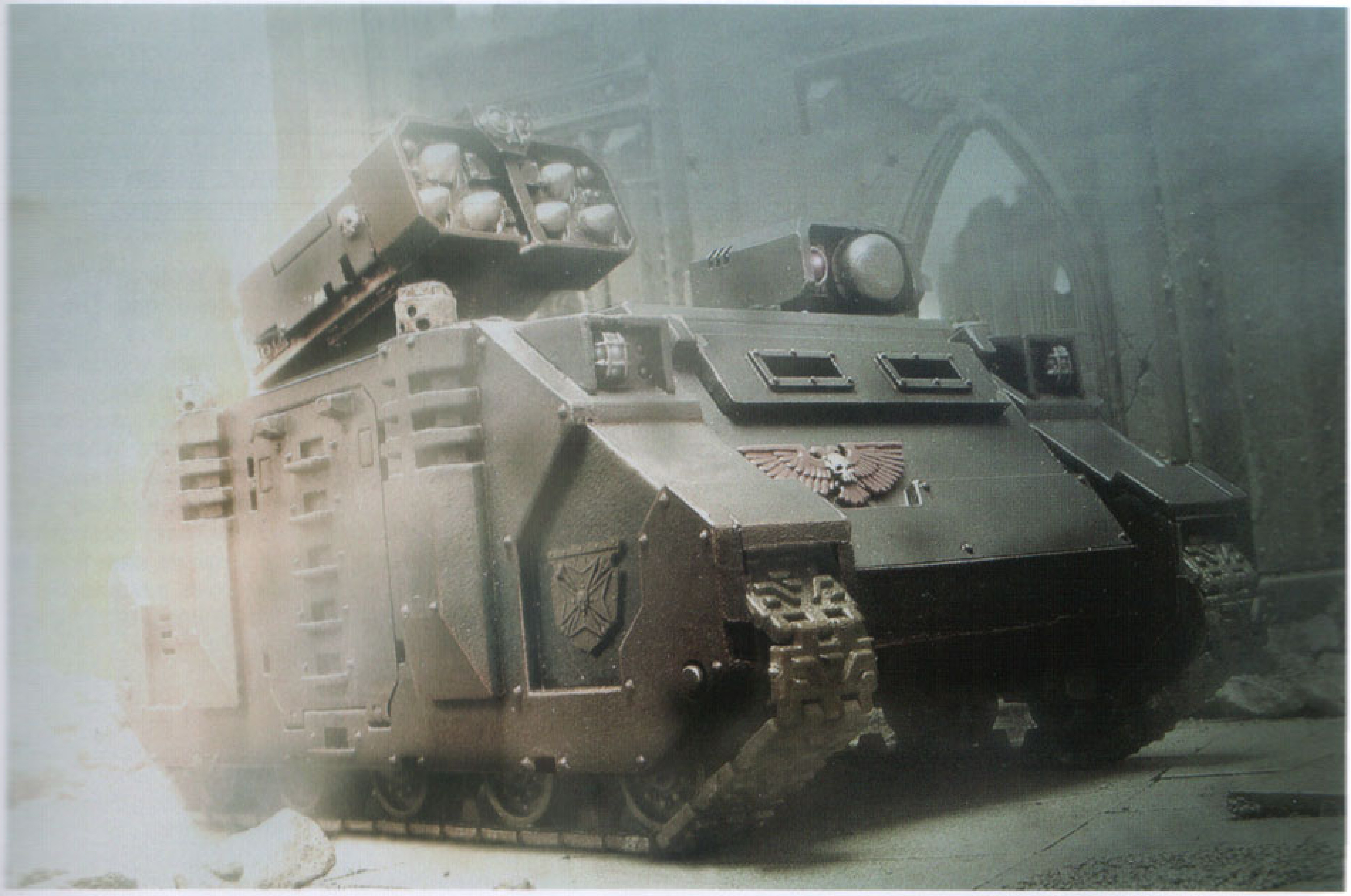
Access Points: 3. The Razorback has two side doors and a rear ramp, any of which can be used as access points by the passengers.

Fire Points: 0



Rare MkII Razorback with twin-linked plasma guns and a lascannon turret

WHIRLWIND



The Whirlwind provides a Space Marine Chapter with highly mobile, close support, indirect fire artillery. The name Whirlwind is used to cover a range of different patterns of multiple missile launchers on a Rhino chassis. They are used to saturate tactical targets with high explosive warheads before, or during, an attack. The Whirlwind is an ancient design, and many different patterns have been employed down the millennia. Many of these remain in service with various Chapters across the galaxy.

Service Record

Unlike the Imperial Guard, Space Marine Chapters do not rely heavily on artillery fire to achieve victory on the battlefield. As rapid strike or shock troops, Space Marines Chapters have no requirement to fire sustained artillery barrages to reduce enemy positions before an attack. They are rarely deployed long enough for such a long ranged barrage to be effective. As a strike force they need fast, highly mobile artillery, capable of delivering a brief but effective heavy barrage against specific tactical enemy targets. A Whirlwind can quickly unleash a high volume of firepower, albeit at relatively short range, against critical targets as assault troops identify them. Being able to react very quickly to the battlefield's tactical situation is one of the Whirlwind's chief advantages over slower, heavier artillery deployed by Imperial Guard regiments.

Being able to fire indirectly means the Whirlwind can make best use of cover and does not need to expose itself to direct enemy fire. Its mobility means that after a fire mission the vehicle can rapidly change position to avoid enemy return fire.

Using the Rhino chassis means it can easily be deployed and can keep up with the rest of a fast moving Space Marine strike force.

For all its different patterns down the years, the various Whirlwinds remain broadly similar vehicles, with similar capabilities. Two patterns that do vary from the Codex standard are the Hyperios and Hunter, which are specialised anti-aircraft vehicles, used by many Space Marine Chapters.

The Hyperios is equipped with automated tracking and targeting equipment and guided anti-aircraft missiles for close air defence. The Hyperios' missiles each contain a small logis-engine, similar to that used by the hunter-killer missile, to seek out and destroy its target. Although anti-aircraft defence is its main role, the targeting array is versatile enough to be able to engage ground targets, effectively becoming a large rack of hunter-killer missiles. This would only be used as a weapon of last resort, but Space Marine commanders need their combat vehicles to be versatile, as they often must fight whilst heavily outnumbered by their enemies.

As well as its logis-system and warhead, most of the actual missile contains the fuel it needs to fly relatively short distances at very high speed, intercepting fast moving incoming aircraft. These missiles are not large enough to reach high altitude, like a Manticore AA missile, but are highly effective against low flying enemy as they make strafing runs. The other anti-aircraft pattern of the Whirlwind is called the 'Hunter'. It is a far older STC variant than the Hyperios, but still sees service on many battlefields. Recently, several Chapters engaged in the Third Armageddon War fielded the 'Hunter'.

As an alternative to the standard high-explosive warheads usually issued to Whirlwinds, there are some other types of missile a Space Marine commander can utilise. Whilst rarely used, some Chapters keep small stockpiles of these missiles in case of sudden need.

The first is the scatterable mine warhead, which, upon detonating, showers the target area with small proximity fused mines, creating an instant minefield. Mines being a purely defensive weapon means Space Marine Chapters do not often have need of them, but during attacks denying the enemy easy routes for counter-attacks can make the difference between success and failure.

The second missile type is the short-range anti-aircraft missile. These missiles can be used to provide close air defence to a Space Marine force, although the Hyperios and the Hunter are specialised vehicles specifically designed for this role. The issue of AA missiles can turn a standard Whirlwind into a stand-in air-defence vehicle, but after several Whirlwinds belonging to the Exorcists Chapter failed to engage incoming Ork Bommerz most were withdrawn from service.

The final type of missile is the extended range variant. Techmarines of the Iron Fists Chapter first developed this type of missile to turn the short ranged support of the Whirlwind into long range bombardment artillery, during the Assault on Hive Vortis. It was not regarded as a success, but several other Chapters have since attempted to emulate the Iron Fists. The necessary increase in fuel, and the size of the missile's rocket engine, resulted in a reduction in the amount of high explosive carried in the warhead, and a reduction in the size of the resulting explosion. The loss of destructive power meant that the long ranged missiles failed to cause sufficient damage to be effective in the bombardment role.

Notable Features

The number of missiles carried by a Whirlwind varies by pattern. For example, a fully loaded Helios pattern carries just six missiles, although they are larger than the ancient 'Thalia' pattern, with its distinctive box shaped launcher, which holds twelve smaller missiles, or the 'MkII Mars' pattern Whirlwind which holds ten missiles in twin clusters of five.

In a Whirlwind the transport capacity of the Rhino chassis is turned over to ammunition stowage, containing racks of extra missiles. These must usually be loaded into the launcher manually. This is a time-consuming process, meaning once a Whirlwind has fired all its missiles it usually withdraws into cover to rearm. Moving after firing is standard practise, to avoid counter-battery fire, limiting the vehicle's vulnerability is another advantage that the fast Rhino chassis gives the Whirlwind over slower or static artillery. Some Chapters equip each Whirlwind with a servitor, specifically programmed for the task of reloading; this helps speed up the process and reduces the vehicle's 'downtime' between fire missions.

Construction

The chassis of each Whirlwinds are chosen from the Rhino production lines in the same manner as those chosen for Predators or Vindicators, when the omens indicate that the Machine Spirit of a newly constructed chassis would be best pleased to serve as a Whirlwind. The Master of the Forge will maintain a pool of between twenty and thirty Whirlwinds, although this can vary considerably from Chapter to Chapter.

By Imperial standards, individual Whirlwind missiles, like much of the Space Marineequipment, contain advanced systems that make them far more efficient. This is necessary to make up for their lack of numbers.

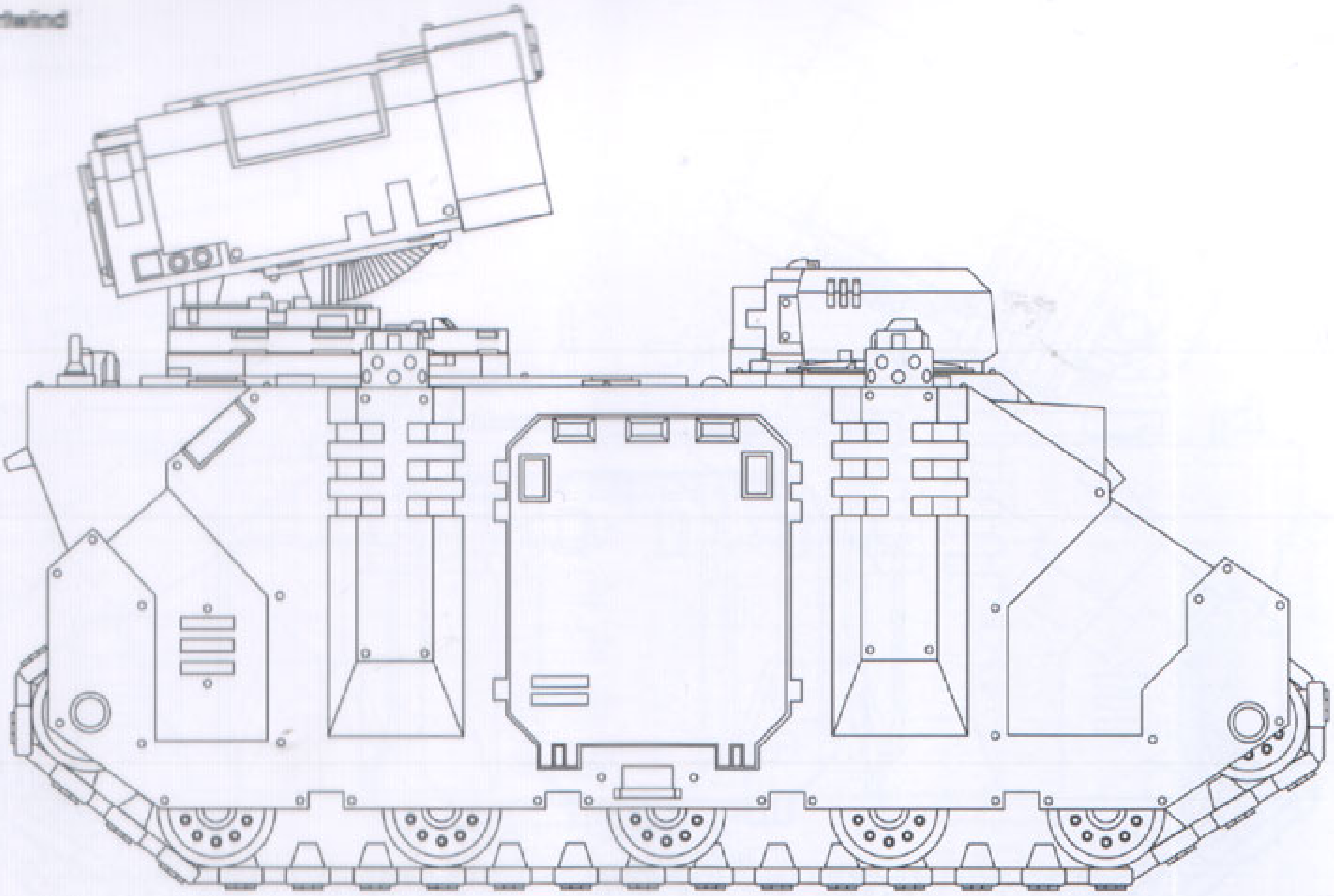
For example, a high explosive 'Helios' pattern Whirlwind missile contains a proximity fuse in its nose cone. The fuse is a photo-electric reaction. There is an 'active' sensor in the missile tip which emits an infra-red light source which is reflected back from the target and into the missiles photo-electric receptor cell, thus triggering the fuse and the warhead's detonation. This usually occurs when the missiles reaches about 5 metres from a target. Should the missile miss its target altogether (or the proximity fuse malfunction), then the missile contains a self-destruction timer. This comes into action about 1 minute after firing to blow the missile apart. This fail-safe avoids the potential of live ammunition littering a target area during a subsequent attack. As a final piece of insurance there is also a standard impact fuse, which functions in the event of a direct hit.

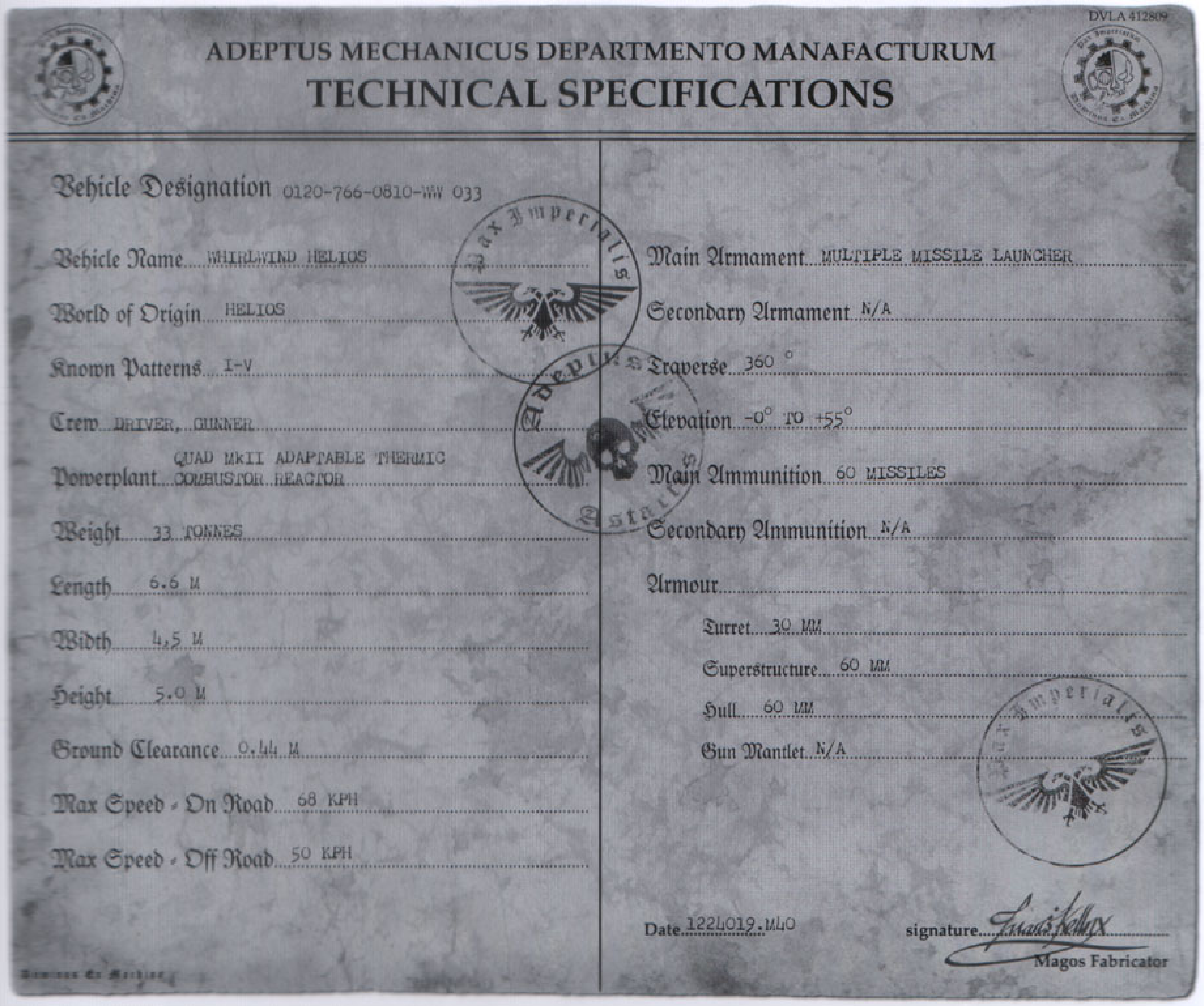
The proximity fuse means the 'Helios' Whirlwind missile will detonate close to a target, as well as in the event of a direct hit, exploding 5 to 10 metres above the ground in an 'air-burst' and showering the area with shrapnel. This is highly effective against infantry and light vehicles, but is achieved at the expense of armour penetrating power against armoured vehicles.

All non-AA Whirlwind missiles are tube launched, spin-stabilised, free-flight (unguided) projectiles. The fuel burn from each missile is always the same, so the only way to adjust the missiles range is to adjust the launch trajectory during firing, a simple and fast method of re-targeting.

> ++ *[static]* ... Acaon-two this is Squad Gaius. Strong enemy counter-attack in our sector. Traitor infantry advancing in open. Request priority fire mission, target reference Bravus-four-zero-prime. Confirm.
>
> ++ Target confirmed. Standby Sergeant Gaius, co-ordinates laid in. Firing...
>
> *[static, explosions]*
>
> ++ Affirm Acaon, target neutralised. Squad Gaius with me, for Ultramar and the Emperor, attack!
>
> *Communications intercept ends. Strike Force Ardias,*
> *Joran VI Retaliation.*

Helios pattern Whirlwind





DVLA 412809

ADEPTUS MECHANICUS DEPARTMENTO MANAFACTURUM

TECHNICAL SPECIFICATIONS

Vehicle Designation 0120-766-0810-WW 033

Vehicle Name WHIRLWIND HELIOS

World of Origin HELIOS

Known Patterns I-V

Crew DRIVER, GUNNER

Powerplant QUAD MkII ADAPTABLE THERMIC COMBUSTOR REACTOR

Weight 33 TONNES

Length 6.6 M

Width 4.5 M

Height 5.0 M

Ground Clearance 0.44 M

Max Speed - On Road 68 KPH

Max Speed - Off Road 50 KPH

Main Armament MULTIPLE MISSILE LAUNCHER

Secondary Armament N/A

Traverse 360 °

Elevation -0° TO +55°

Main Ammunition 60 MISSILES

Secondary Ammunition N/A

Armour

Turret 30 MM

Superstructure 60 MM

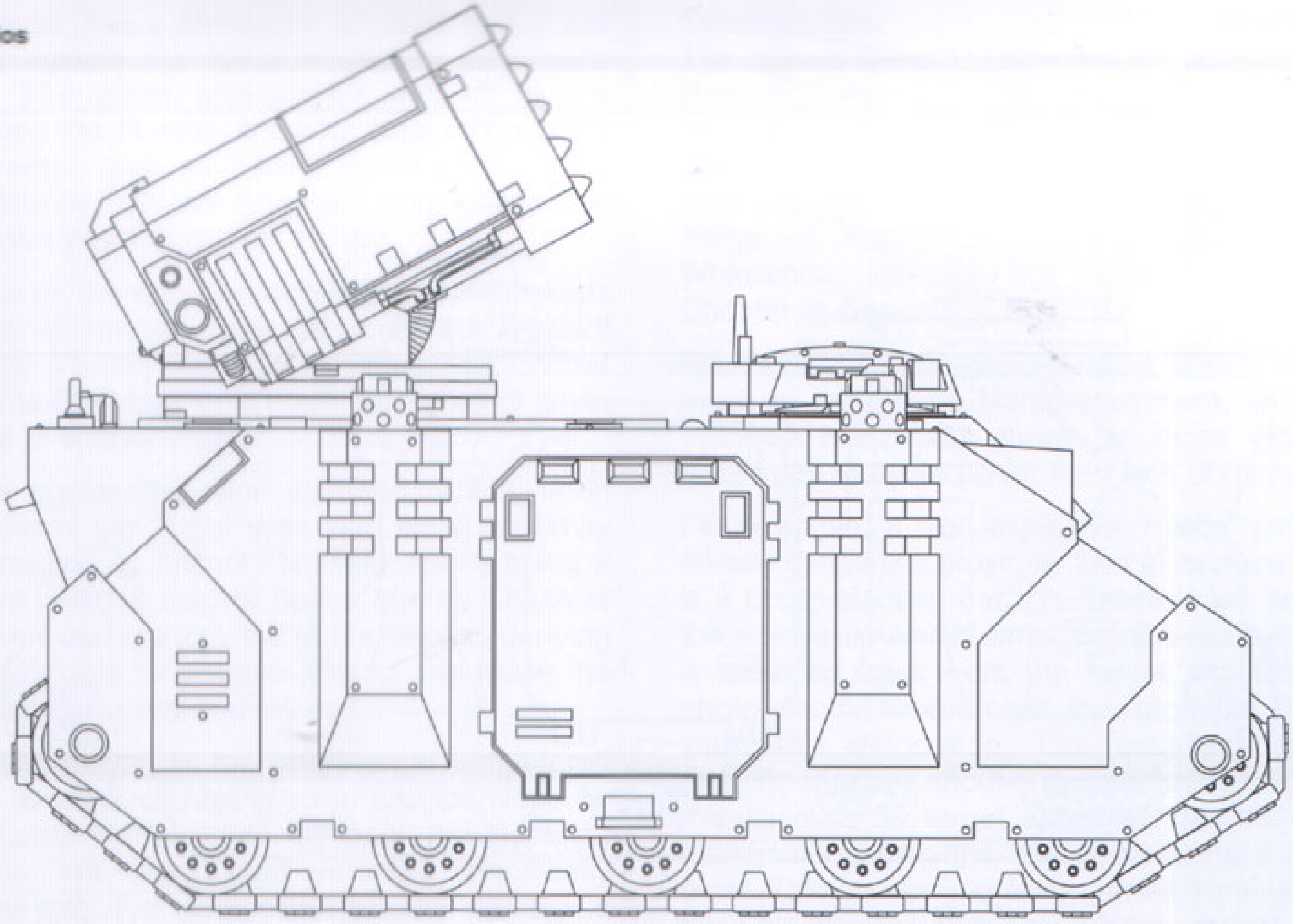
Hull 60 MM

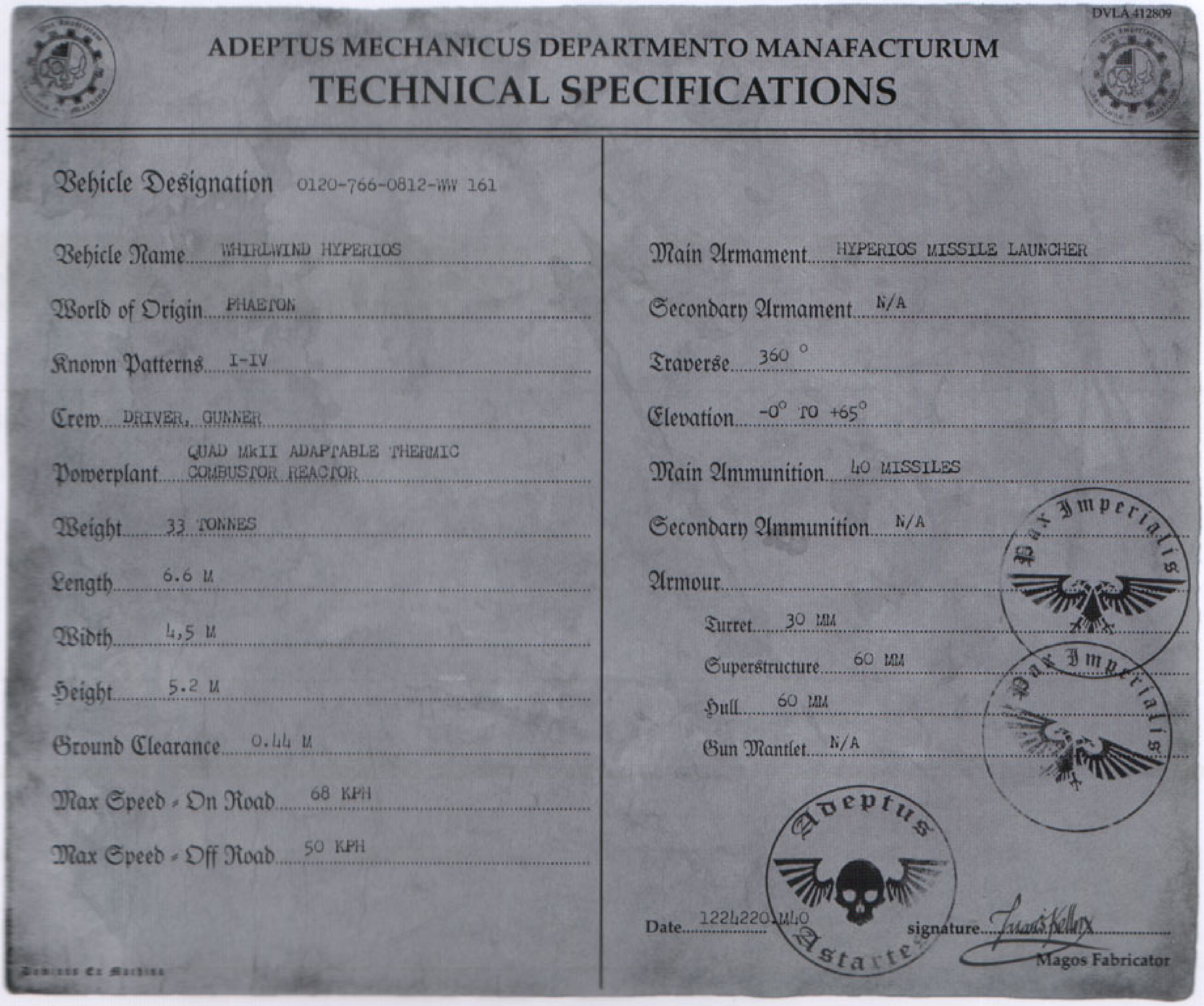
Gun Mantlet N/A

Date 1224019.M40

signature

Magos Fabricator





DVLA 412809

ADEPTUS MECHANICUS DEPARTMENTO MANAFACTURUM

TECHNICAL SPECIFICATIONS

Vehicle Designation 0120-766-0812-WW 161

Vehicle Name WHIRLWIND HYPERIOS

World of Origin PHAETON

Known Patterns I-IV

Crew DRIVER, GUNNER

Powerplant QUAD MkII ADAPTABLE THERMIC COMBUSTOR REACTOR

Weight 33 TONNES

Length 6.6 M

Width 4,5 M

Height 5.2 M

Ground Clearance 0.44 M

Max Speed - On Road 68 KPH

Max Speed - Off Road 50 KPH

Main Armament HYPERIOS MISSILE LAUNCHER

Secondary Armament N/A

Traverse 360 °

Elevation -0° TO +65°

Main Ammunition 40 MISSILES

Secondary Ammunition N/A

Armour

- Turret 30 MM
- Superstructure 60 MM
- Hull 60 MM
- Gun Mantlet N/A

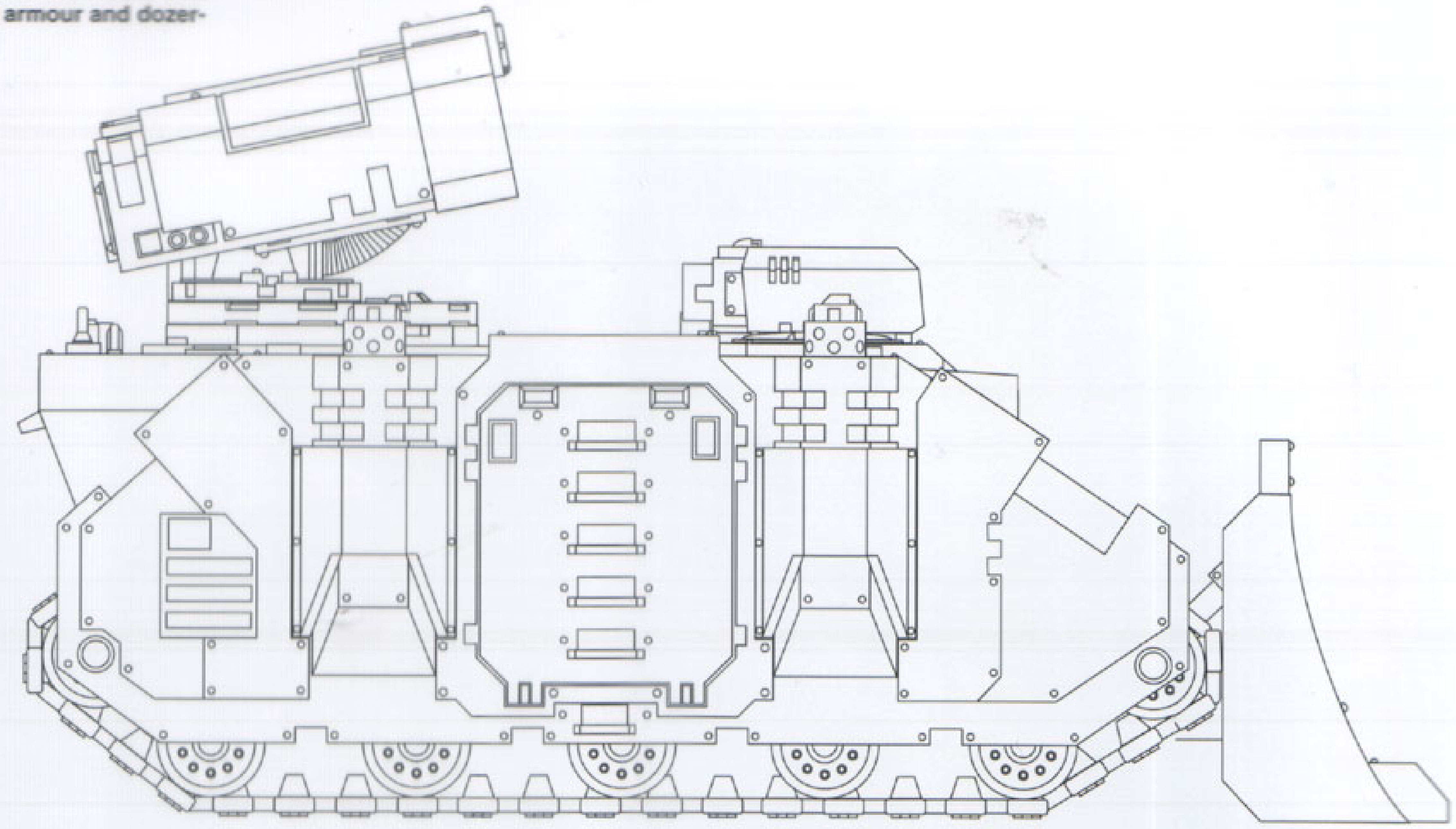
Date 1224220.M40

signature

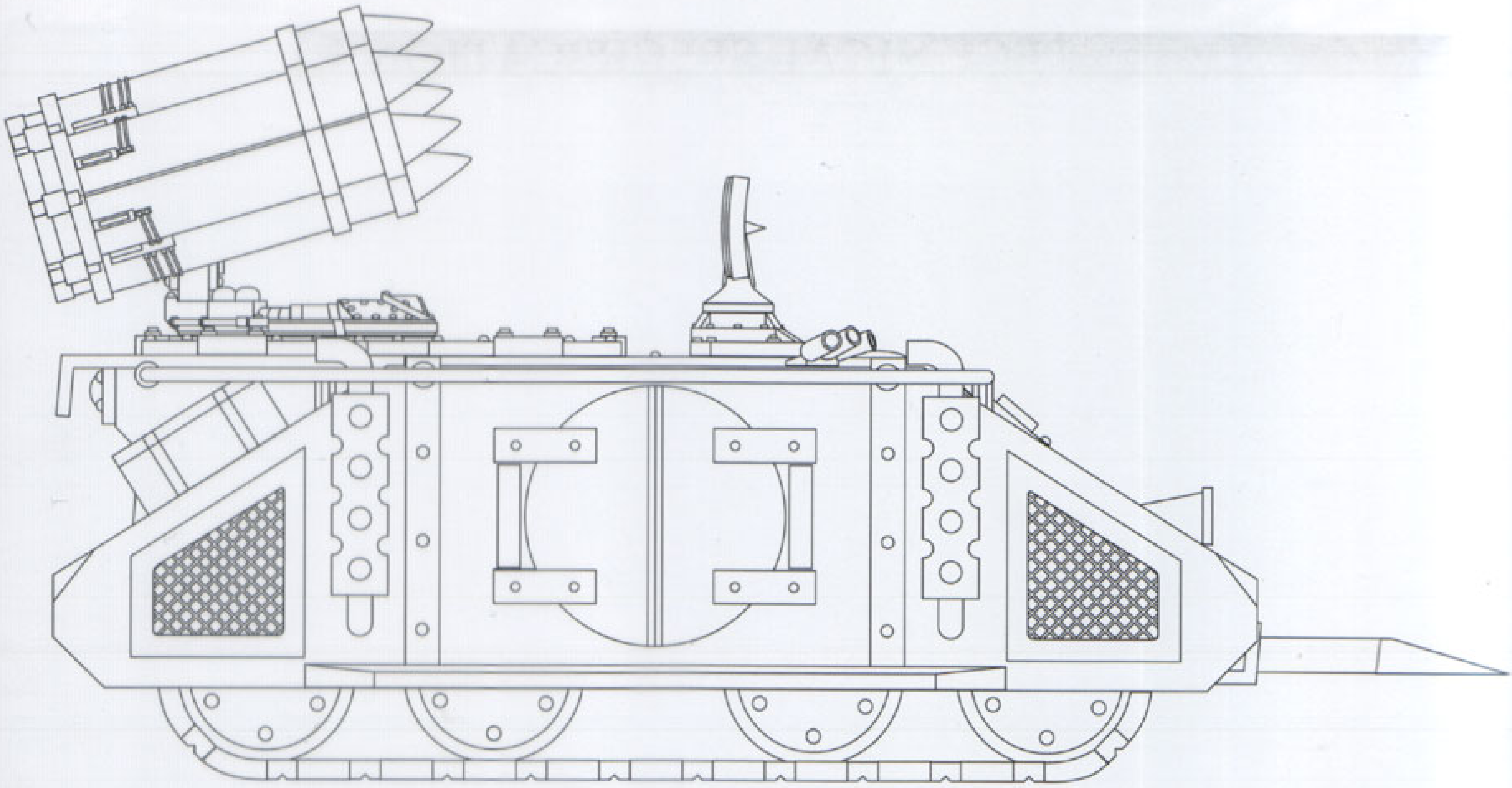
Magos Fabricator

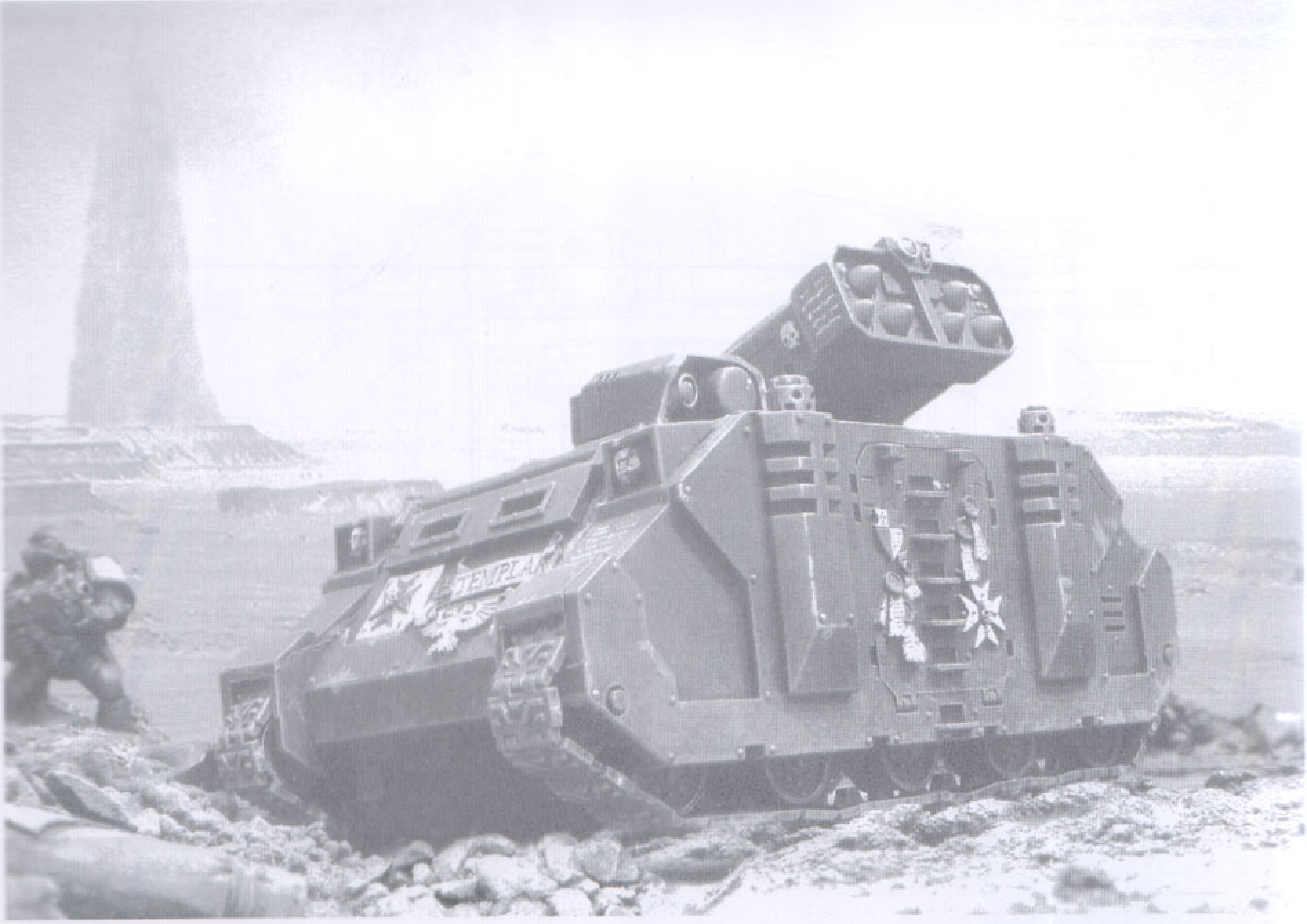
[illegible] Ex Machina

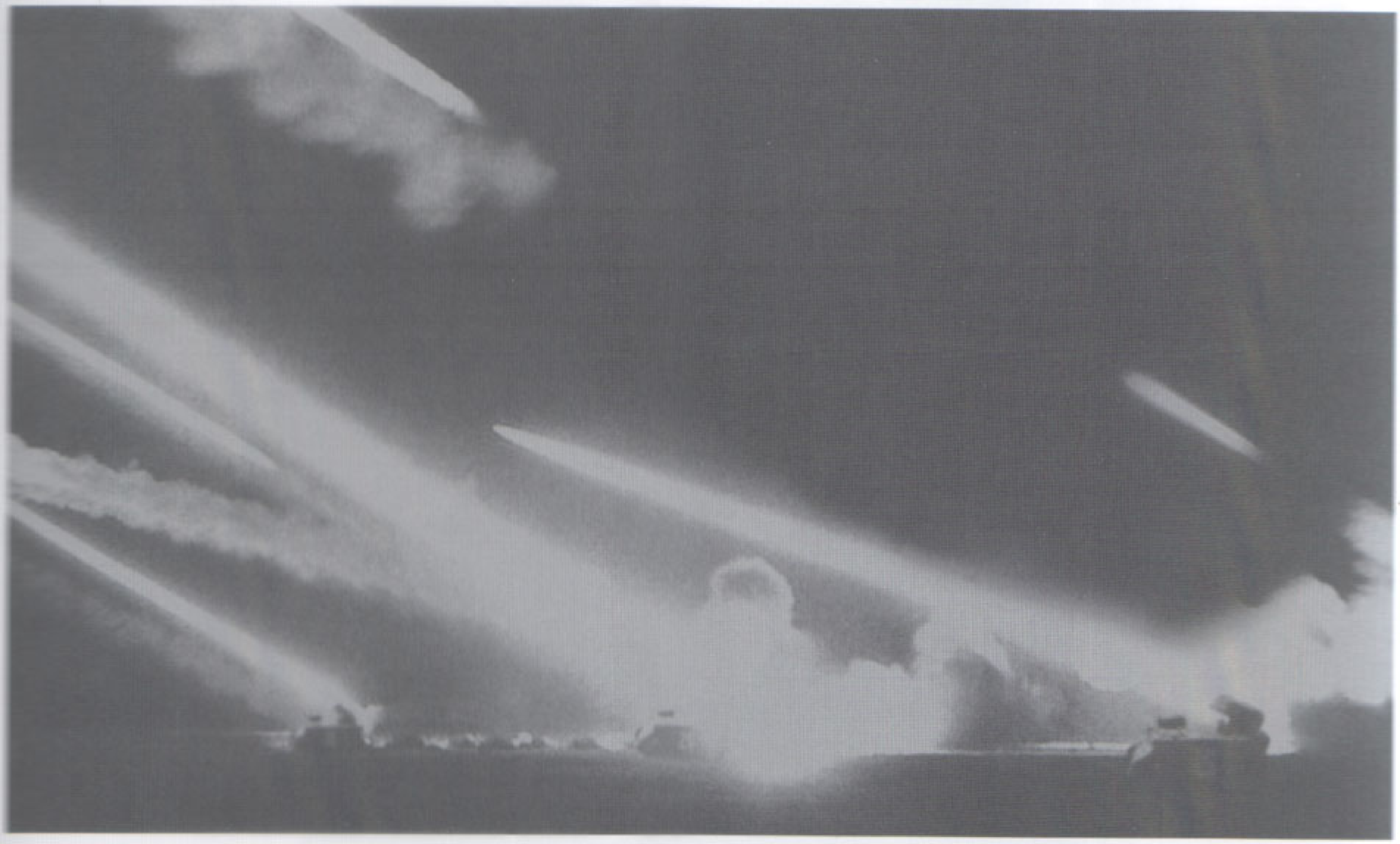
Helios pattern Whirlwind with reinforced armour and dozer-



MkIIb Mars pattern Whirlwind




TEMPLAR

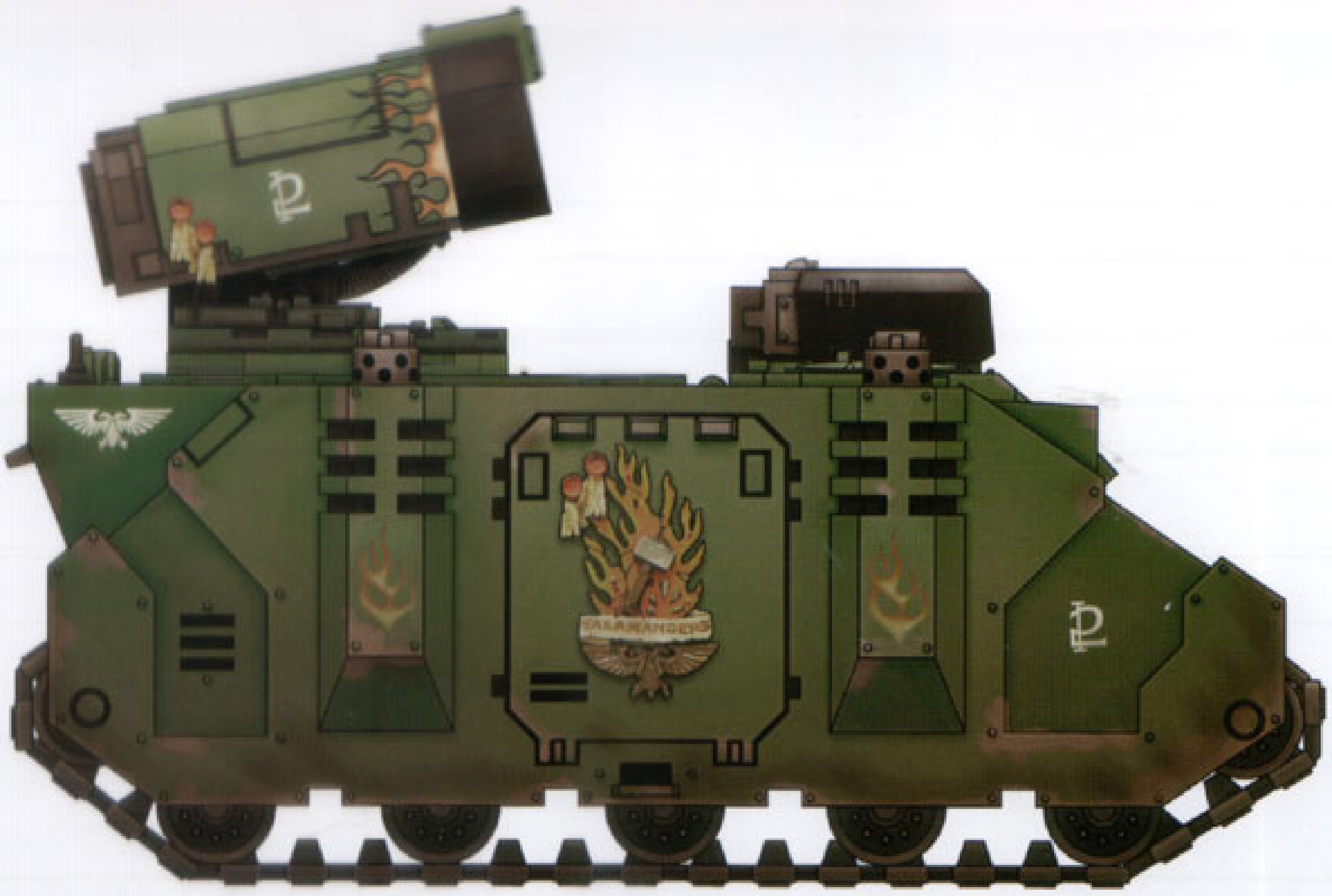


Opposite Top: A Whirlwind of the Black Templars Chapter deployed to defend Helsreach Hive during the Third Armageddon War.

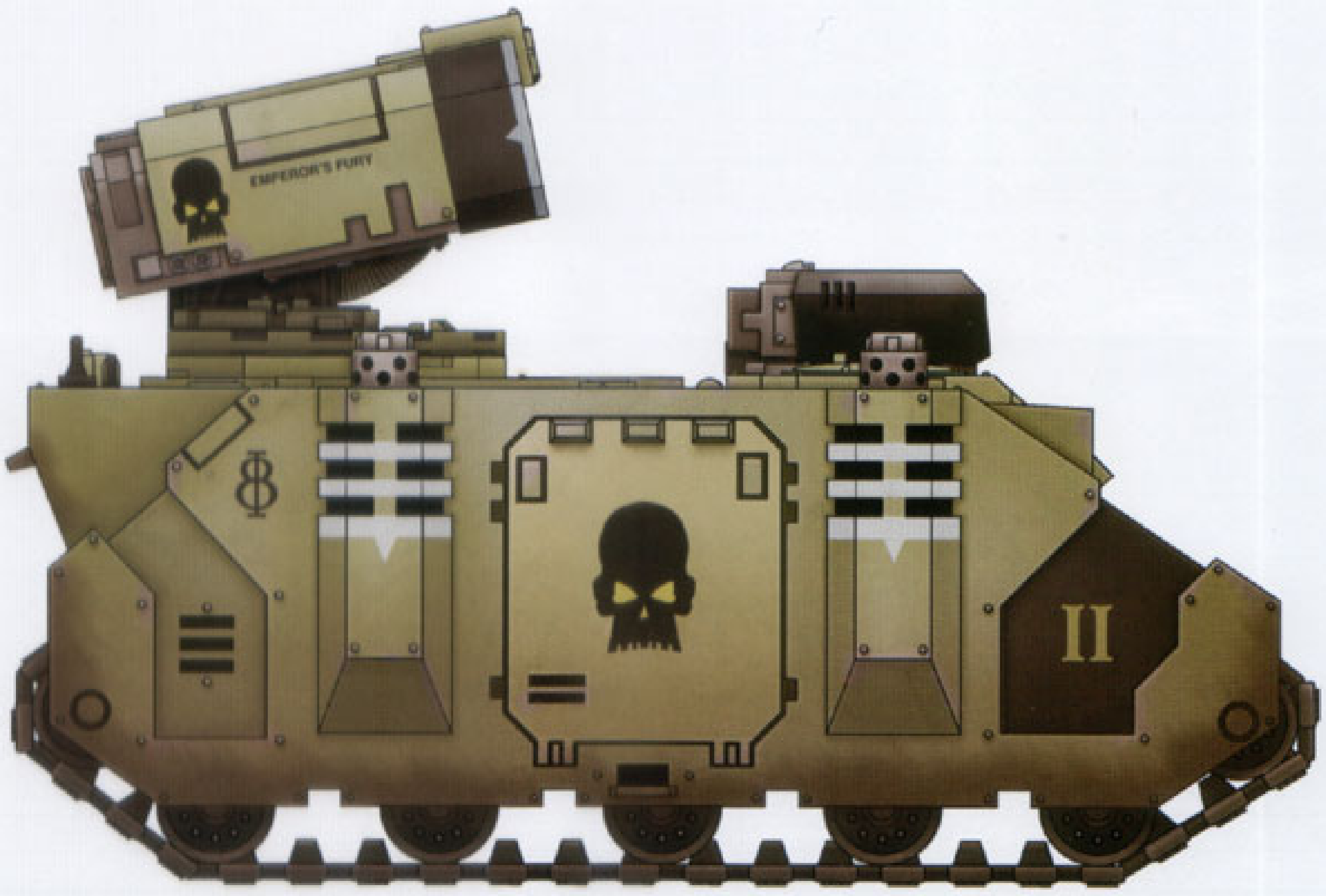
Left: Whirlwinds are mobile, close support artillery. Here a Whirlwind of the Eagle Warriors Chapter advances as part of a strike force.

Top: An Ultramarines Whirlwind in the act of firing during the Joran IV campaign.

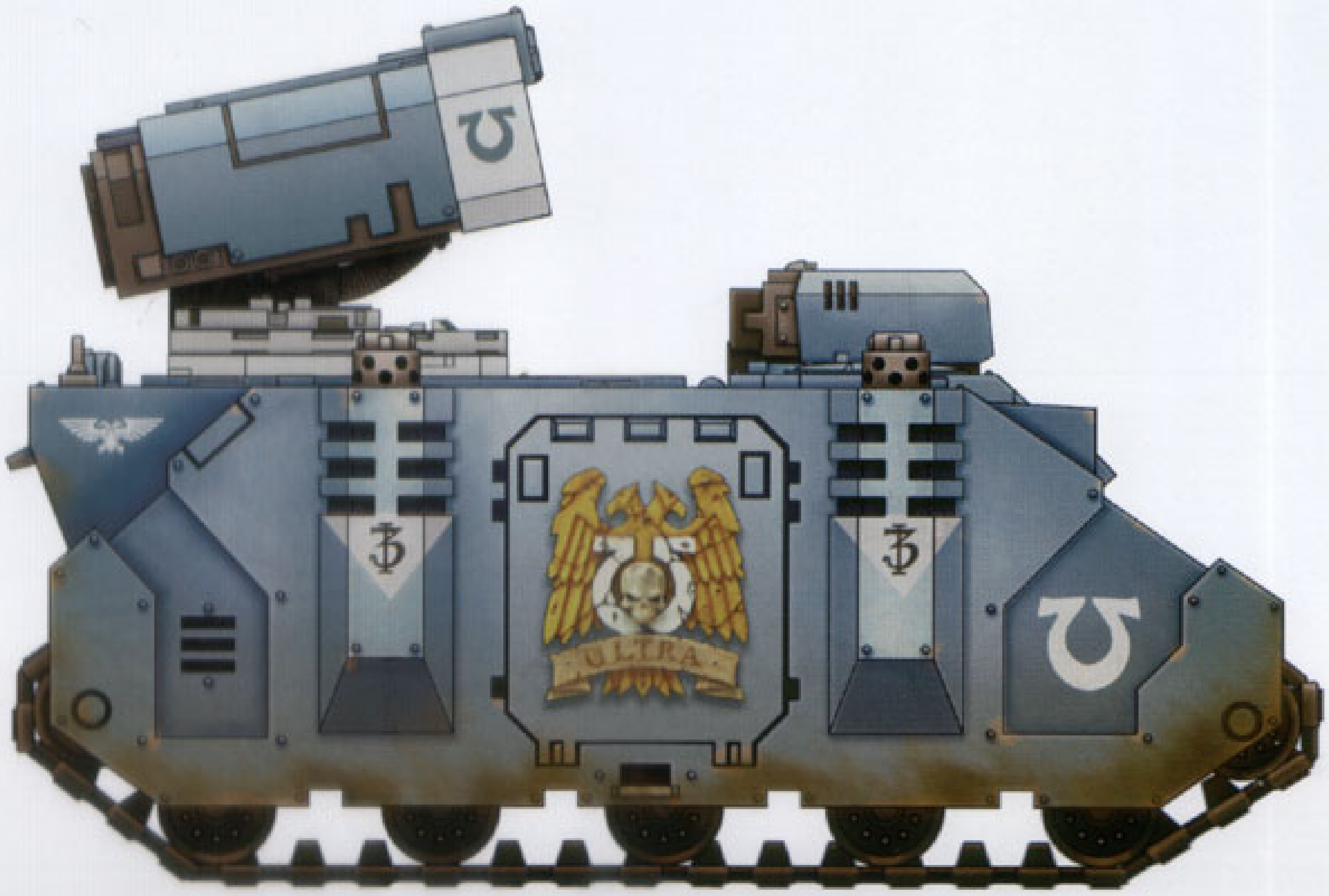
Above: A battery of Whirlwinds launch a ferocious barrage of missiles in support of a night attack.



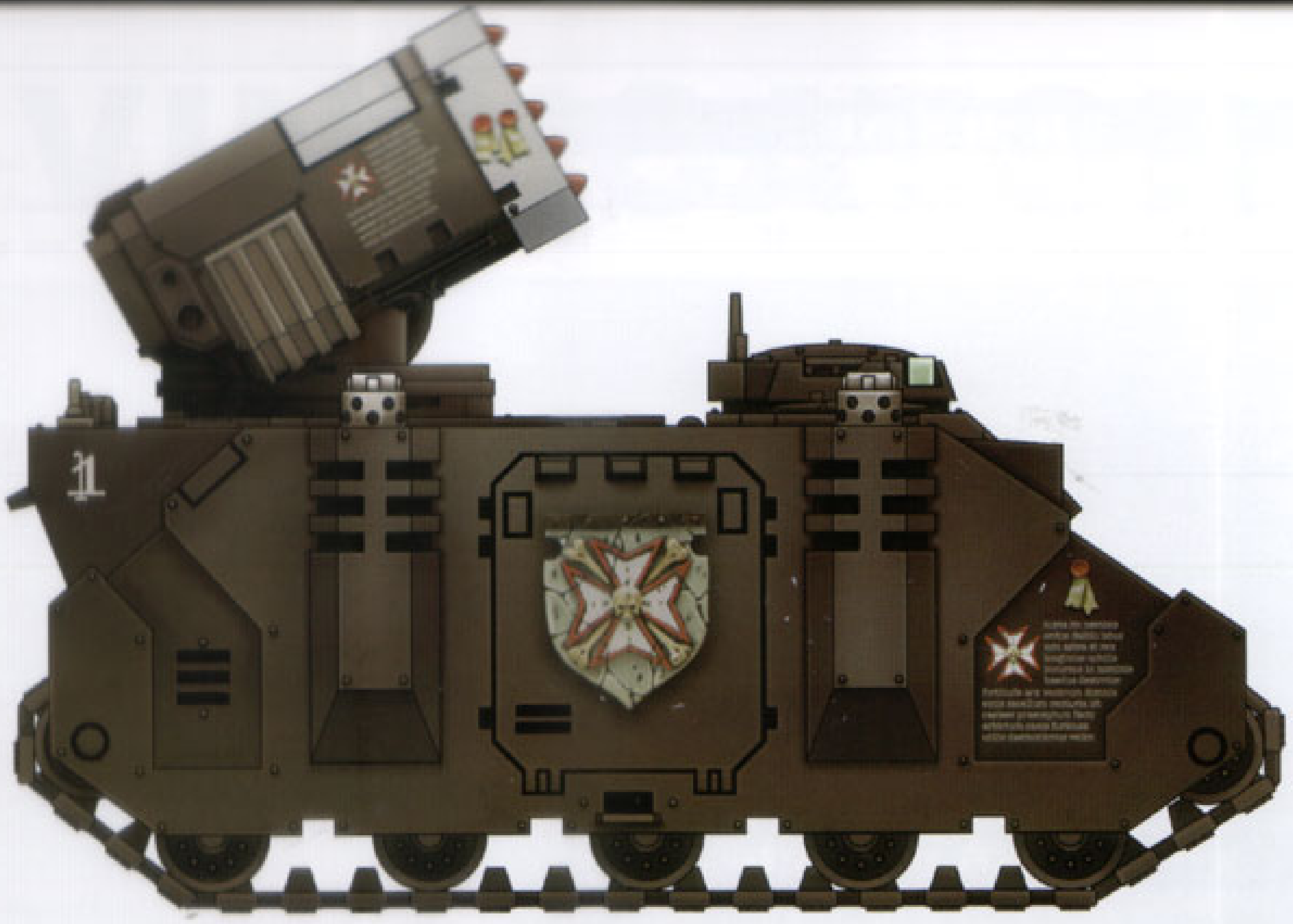
Helios pattern Whirlwind of the Salamanders Chapter. This is the Chapter's second vehicle, deployed during the Third Armageddon War.



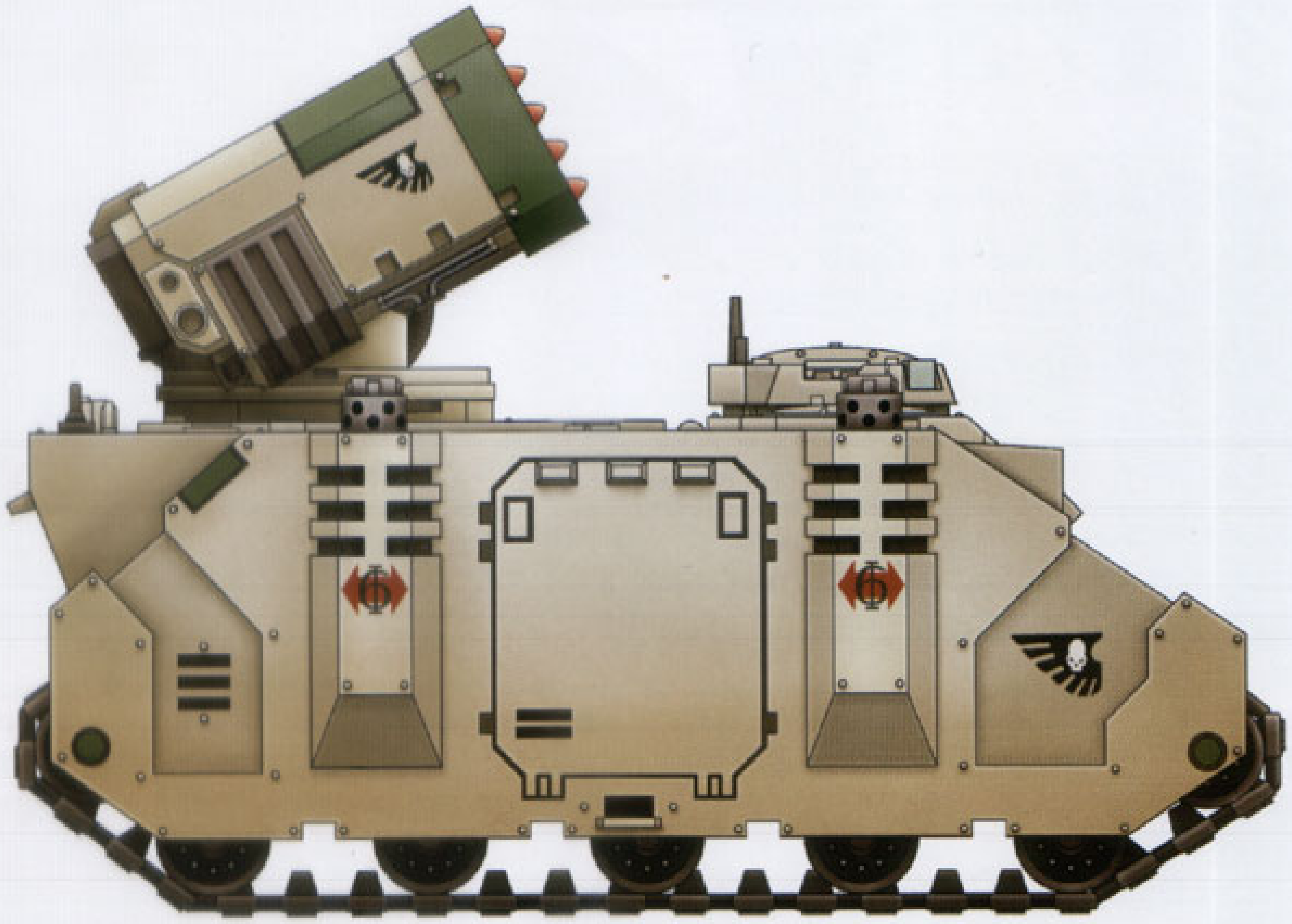
Helios pattern Whirlwind of the Skull Bearers Chapter. The eighth vehicle from the armoury, attached to the Chapter's second company during the 'Imbach Genoside'.



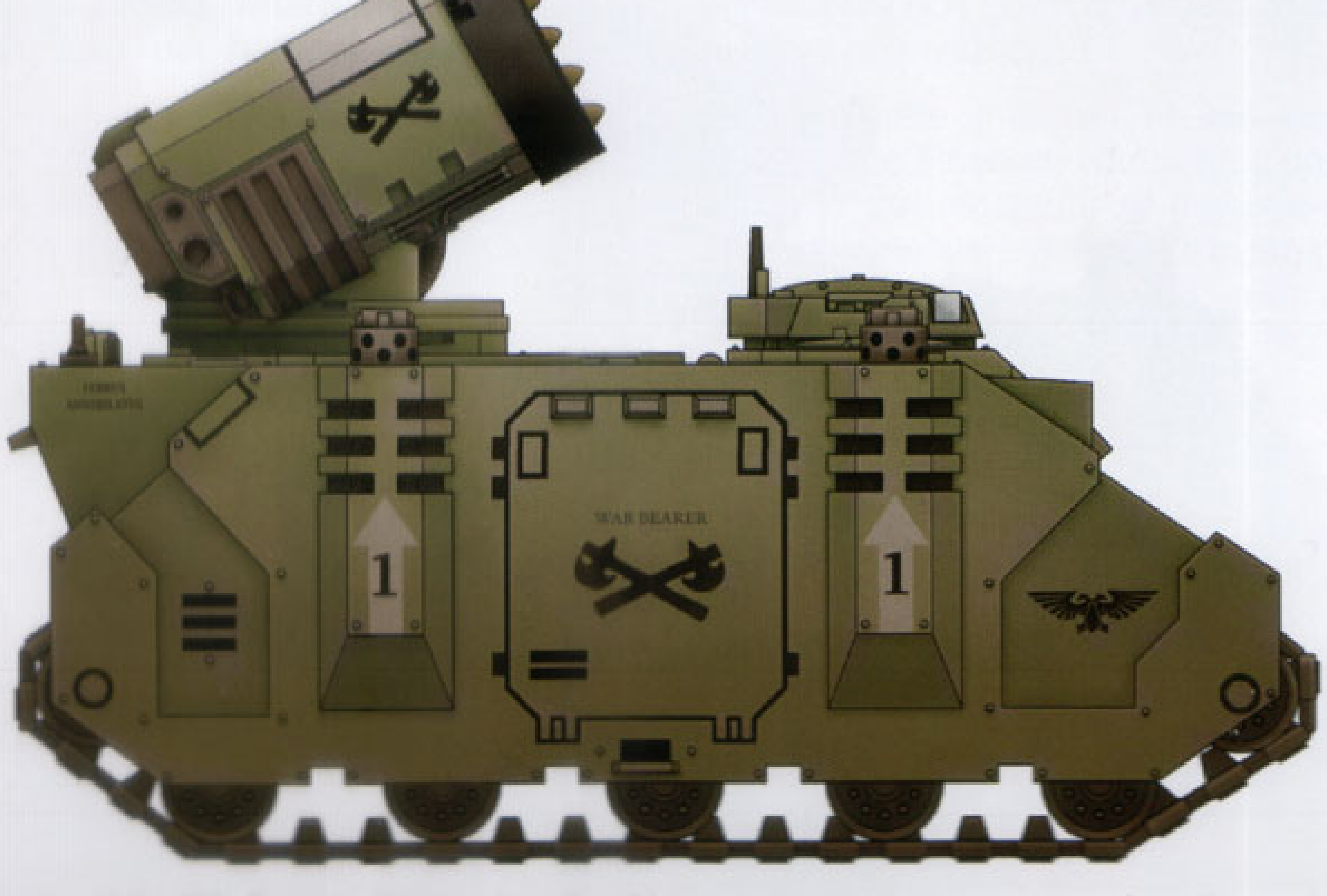
Helios pattern Whirlwind of the Ultramarines Chapter.
Third Whirlwind of Strike Force Ardias, Joran VI Retaliation Force.



Whirlwind Hyperios of the Black Templars Chapter. This is the honoured first Whirlwind of the armoury, the Chapter's oldest Hyperios.



Whirlwind Hyperios of the Angels of Absolution Chapter, attached to the sixth company during the 13th Black Crusade.



Whirlwind Hyperios of the War Bearers Chapter. Fourth vehicle attached to first company, named 'Ferrus Annihilatus'.

WHIRLWIND

	Points	Front Armour	Side Armour	Rear Armour	BS
Whirlwind	75	11	11	10	4

Thought for the day:
Cleanse yourself in the blood
of our enemies

Type: Tank

Crew: Space Marines

Weapons: The Whirlwind is armed with a turret mounted Whirlwind multiple missile launcher.

Options: The Whirlwind may be given any of the following from the Space Marine Codex: dozer-blade, extra armour, hunter-killer missile, improved comms, pintle-mounted storm bolter, searchlight, smoke launchers.

Heavy Support: The Whirlwind is a Heavy Support choice for a Space Marine army.

WHIRLWIND HYPERIOS

	Points	Front Armour	Side Armour	Rear Armour	BS
Hyperios	115	11	11	10	4

Thought for the day:
In our resolve we only reflect
his purpose of will

Type: Tank

Crew: Space Marines

Weapons: The Whirlwind Hyperios is armed with turret mounted twin-linked Hyperios anti-aircraft missile launcher.

Options: The Whirlwind Hyperios may be given any of the following from the Space Marine Codex: dozer-blade, extra armour, hunter-killer missile, improved comms, pintle-mounted storm bolter, searchlight, smoke launchers.

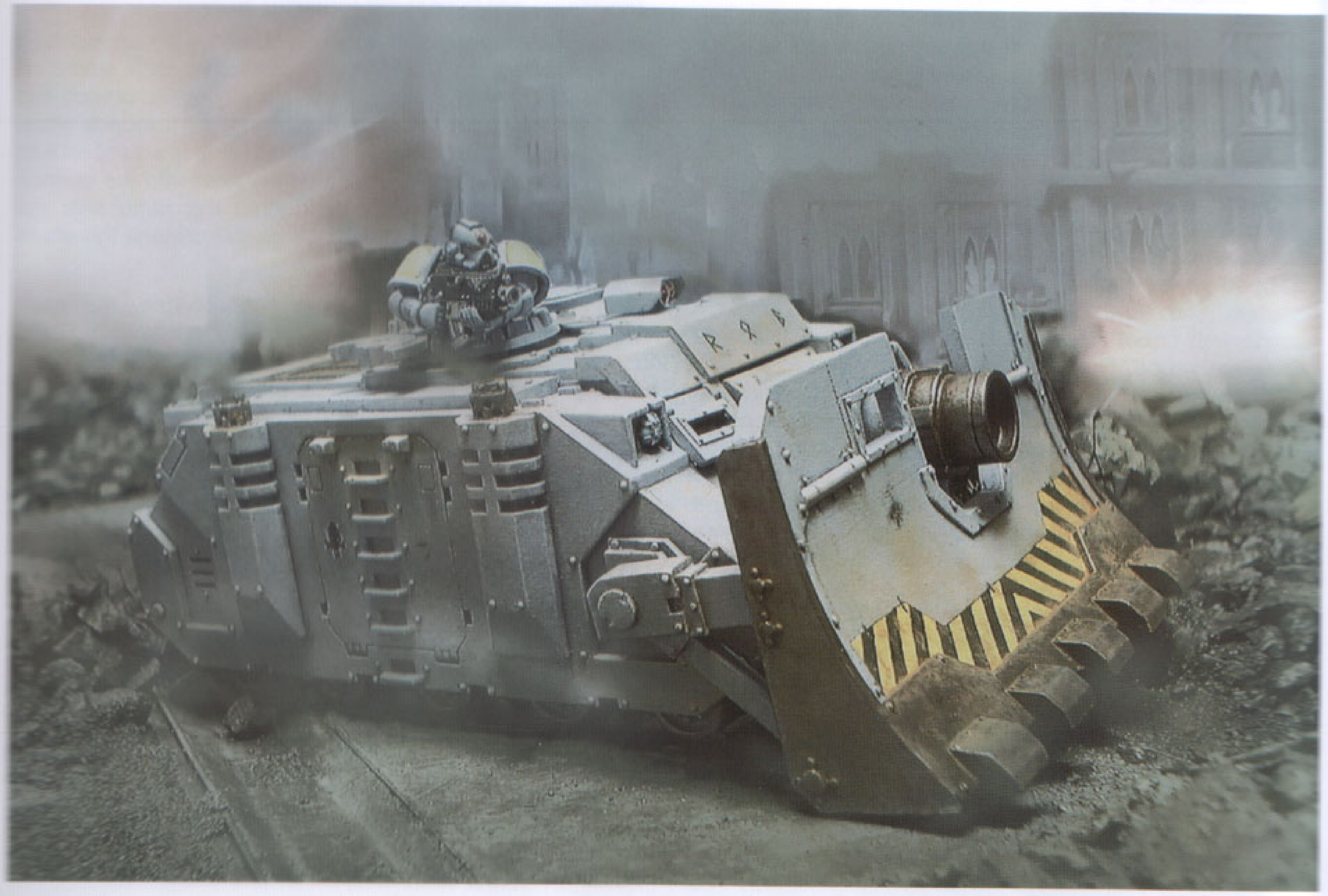
Heavy Support: The Whirlwind Hyperios is a Heavy Support choice for a Space Marine army.

SPECIAL RULES

	Range	Str	AP	Type
Hyperios Anti-Aircraft Missile Launcher:	48"	8	3	Heavy1/ AA mount

The Hyperios can be fired at aircraft or at ground targets. To fire at aircraft it must remain stationary.

VINDICATOR



The Vindicator is another very old and highly prized variant on the basic Rhino chassis. Mounting a powerful demolisher cannon for close support, the Vindicator's main role is in breaching enemy walls and fortifications and attacking enemy strong points, pillboxes and bunkers, where its heavy demolisher cannon can flatten defences with a single shot. The Vindicator is usually deployed in support of squads during street fighting or in dense terrain, such as jungles, where the demolisher cannon's lack of range does not hamper the vehicle's effectiveness.

History

The fragmentary records of the development of the Vindicator indicate that it was first deployed during the Dark Age of Technology, at approximately the same time as many other Rhino variants, such as the Predator. The Vindicator was a response to the high casualty rates suffered during close quarters battles, such as street fighting or in jungles. Evidence indicates that the first Vindicators were built specifically for street fighting on the planet of Rotstern. A request was received (fragments of this document were recovered from the Librarius Omnis on Mars) from a General Vindictis for a self-mobile weapon system of high calibre, capable of following up advancing troops and able to engage difficult, well-protected targets with high angle fire. It is widely held that General Vindictis was personally responsible for instigating the idea of the 'Vindicator', subsequently named after the general. The best armoured fighting vehicle chassis available at the time was the Rhino. Although it was felt its forward and top armour did not suit the weapon's role, it was capable of such a conversion. Additional armour was added to the front and a suitable high-calibre weapon was found and fitted. Transport capacity was entirely sacrificed for ammunition stowage space. All this extra weight added a large strain on the engine, reducing the vehicle's top speed significantly but, given its projected role, this was not felt to be a serious restriction.

Records state that ten of the new 'Vindicators' were deployed on Rotstern where they proved a great success, aiding in the recapture of the colony from raiding Orks, although nine were destroyed in the process. The surviving vehicle was further modified, with additional top armour giving greater protection against high elevation fire.

Records mention very little of the Vindicator throughout the time of the Great Crusade, it is assumed that the Vindicator fell out of favour. It maybe that production of the vehicle was halted during the Great Crusade and Horus Heresy or that the manufacturing site was destroyed. Today the truth is unknowable. It was not until Roboute Guilliman laid down the 'Codex Astartes' that the Vindicator is mentioned again, when it was specifically designated as a Space Marine vehicle and included in a Chapter's 'codex' order of battle, where it has remained ever since.

Service Record

Whilst sometimes deployed in other environments, the Vindicator specialises in one form of battle, urban combat.

Urban combat is a rigorous, costly form of warfare, where offensive operations are fraught with difficulty. Restricting firepower, nullifying artillery as infantry units battle at close quarters and limiting observation and fields of fire for heavy weapons. Buildings, streets, basements and sewers provide the defender with well protected fighting positions and concealed routes for counter-attacks.

Inside buildings infantry units must bear the brunt of the fighting, but vital assistance is still required from other combat arms. No force is as well indoctrinated or as well equipped for the tactics of 'street-fighting' as the Adeptus Astartes. The Vindicator provides assault and tactical squads with direct firepower to blast enemy positions at point blank range. The demolisher cannon is used to blow passageways through the walls of buildings and the assault dozer is used to bull its way through obstacles and smaller structures. This is vitally important as the Codex Astartes advises that the worst place to be during urban fighting is exposed in the fire-swept streets. Instead, it advises a Space Marine squad should advance from building to building by blasting holes in the walls of adjacent buildings, after their supporting Vindicator, outside in the street, brings the target building under devastating close range fire. Once the target building has been hit by a siege shell, the squad, using krak grenades, missiles or melta weapons, make a hole large enough for a power armoured Space Marine to smash through. Defenders, expecting an assault from the streets, or stunned by the Vindicator's shelling, are taken by surprise by the sudden explosion, followed by the daunting figure of a Space Marine bursting through the wall rapidly followed by an assault demi-squad armed with flamers, frag and krak grenades, bolt pistols and chainswords to clear and secure the room. Moving room by room progress is slow and steady, but reduces the exposure of valuable Space Marine troops to heavy weapons fire in the streets.

As well as providing assaulting squads with close support Vindicators are also used to attack buildings sheltering enemy snipers or destroy enemy strong points. For particularly large or well-defended strong points or buildings an ad-hoc unit of three or more Vindicators will be gathered to reduce the position to rubble with over-whelming firepower. Slamming round after round into the target in a thunderous onslaught, before assault squads are unleashed in a rapid strike, using Rhinos or jump packs to close quickly on the shaken defenders. Such uncompromising tactics have helped earn the Space Marines their fearful reputation as the 'Angels of Death'.

Notable Features

The Vindicator is armed with a demolisher cannon, which fires rocket assisted siege shells. The round contains a small, solid-propellant fuelled rocket engine which powers the warhead. The propellant is shaped in such a way as to control the time and rate of burn, and hence the thrust and duration of the rocket in flight. This produces good accuracy for the size of shell being fired.

The major drawback of the rocket-assisted shell is that the gases produced by the rocket blast build up to dangerous levels in the barrel behind the shell. With no way of evacuating the over-pressure created by the gas build up, the shell or barrel can deform during firing, or at worst cause the barrel to burst. Venting the gases during firing solves this problem. When ignited the rocket gases are immediately extracted and directed, via ducting, to two exhaust vents on top of the hull. These vents are positioned just behind the targeting array.

Inside, most of the hull space is taken up by ammunition racks, which hold 16 rounds. With another shell stored on the loading ramp and a second already in the breach this means the Vindicator can hold a total of 18 rounds when fully loaded. The collapsible loading ramp is equipped with small rollers, which move the heavy shell into the cannon breach. The shells are moved onto the ramp with the assistance of a crane-winch, the gunner swings the shells forward from the rack.

Due to its assault and close support role, the main difference between the Vindicator and the standard Rhino chassis is the increased armour protection. The front armour is thickened, as well as the top armour to protect against hits from enemies occupying tall buildings. Extra interior bracing is required for this armour, all of which adds weight to the chassis, reducing the vehicle's top speed. Given the Vindicators close support role this is not seen as a major drawback.

Many Vindicators' are routinely equipped with an assault dozer blade. A large dozer fitted to the front of the vehicle is particularly useful in urban environments for clearing a path through rubble-choked streets or as a ram for smashing through barricades or building walls when leading an assault. The inclusion of a dozer blade is a decision taken by the Master of the Forge, depending upon the projected battlefield role and the Chapter's mission.

Construction

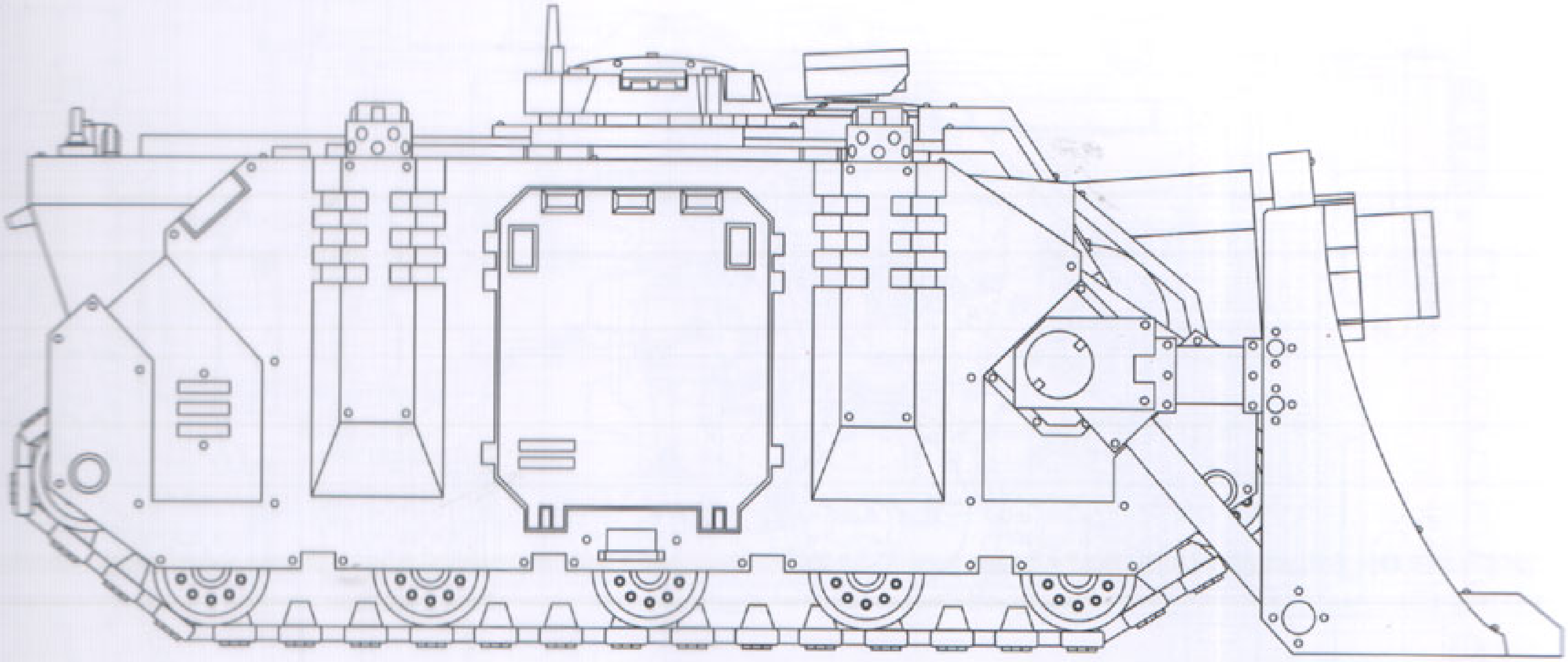
Because the Rhino chassis is an extremely adaptable design, which features built-in compatibility with many standard weapon and drive systems, it is used as the basis of most Space Marine vehicles, of which the Vindicator is amongst the most specialised.

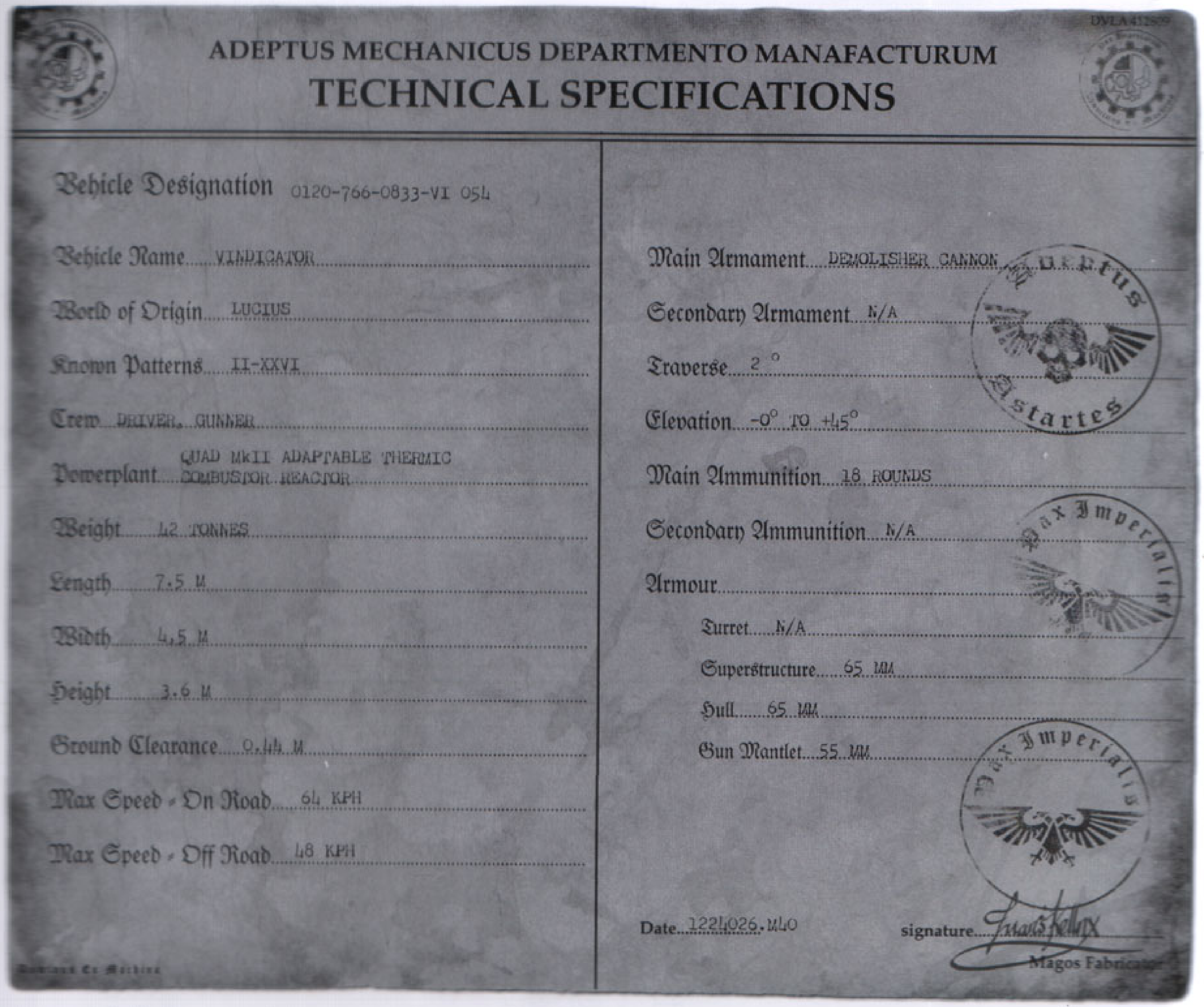
Vindicators are constructed in a Chapter's forge, alongside Rhinos. Just as with the Predator, the Techmarines will earmark a set number of Rhino chassis to become Vindicators, Whirlwinds and other variants. Each is carefully selected by checking that the omens are correct, and by supplicating the vehicle's machine-spirit, as a protection against ill-fortune in battle. The Rhino will then have extra armour plating added to the front and top of the hull, whilst the demolisher cannon is prepared and blessed. Turning a basic Rhino into a Vindicator is a long process, and each Vindicator is a valuable asset to the Chapter. They are seldom committed to battle unless the Master of the Forge is convinced their specialised firepower is required. A Chapter might retain a dozen or so of these specialised vehicles in its armoury.

Litany of Demolition

For the ruination of the Emperor's foes,
I commit your body and soul to battle,
Strike down upon those that defy his Divine Will,
Go forth and lay the blood of our enemies,
At the Emperor's feet.

Pre-battle ritual blessing of Vindicator ammunition by a Chapter's Chaplain or Techmarine.





DVLA 412809

ADEPTUS MECHANICUS DEPARTMENTO MANAFACTURUM
TECHNICAL SPECIFICATIONS

Vehicle Designation 0120-766-0833-VI 054

Vehicle Name VINDICATOR

World of Origin LUCIUS

Known Patterns II-XXVI

Crew DRIVER, GUNNER

Powerplant QUAD MkII ADAPTABLE THERMIC COMBUSTOR REACTOR

Weight 42 TONNES

Length 7.5 M

Width 4.5 M

Height 3.6 M

Ground Clearance 0.44 M

Max Speed - On Road 64 KPH

Max Speed - Off Road 48 KPH

Main Armament DEMOLISHER CANNON

Secondary Armament N/A

Traverse 2 °

Elevation -0° TO +45°

Main Ammunition 18 ROUNDS

Secondary Ammunition N/A

Armour

Turret N/A

Superstructure 65 MM

Hull 65 MM

Gun Mantlet 55 MM

Adeptus Astartes

Pax Imperialis

Pax Imperialis

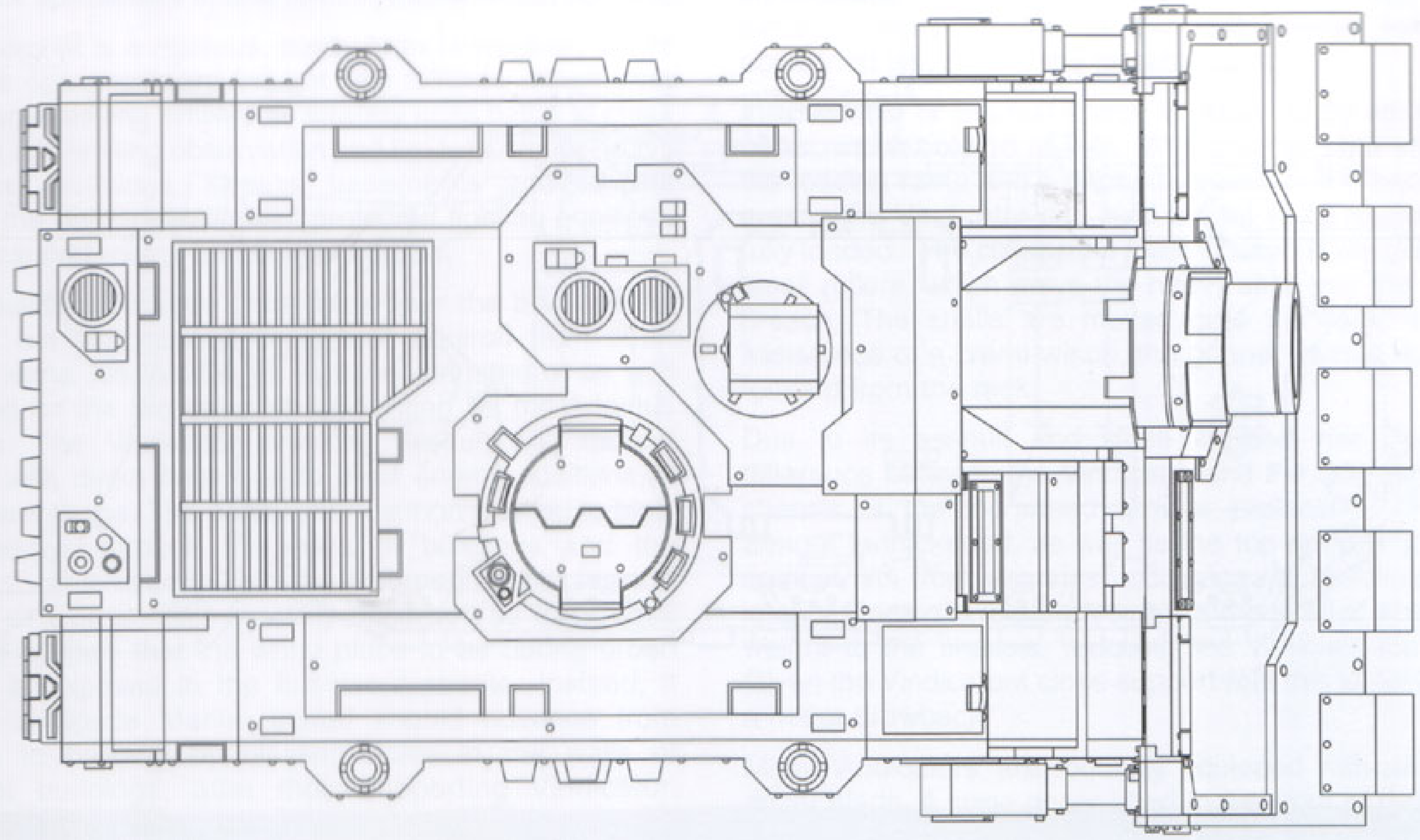
Date 1224026.M40

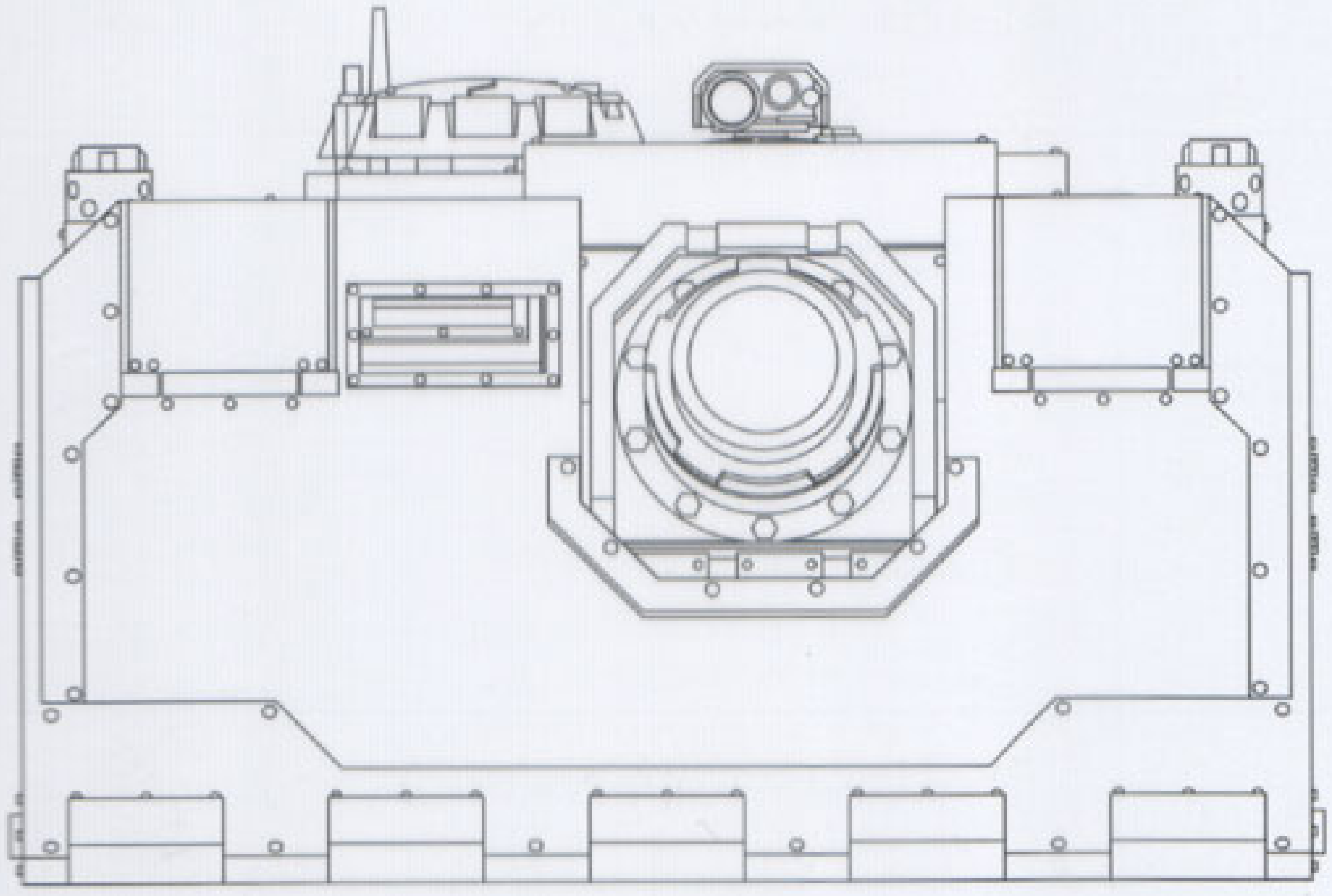
signature Lucas Kellax

Magos Fabricator

[illegible] Ex Machina

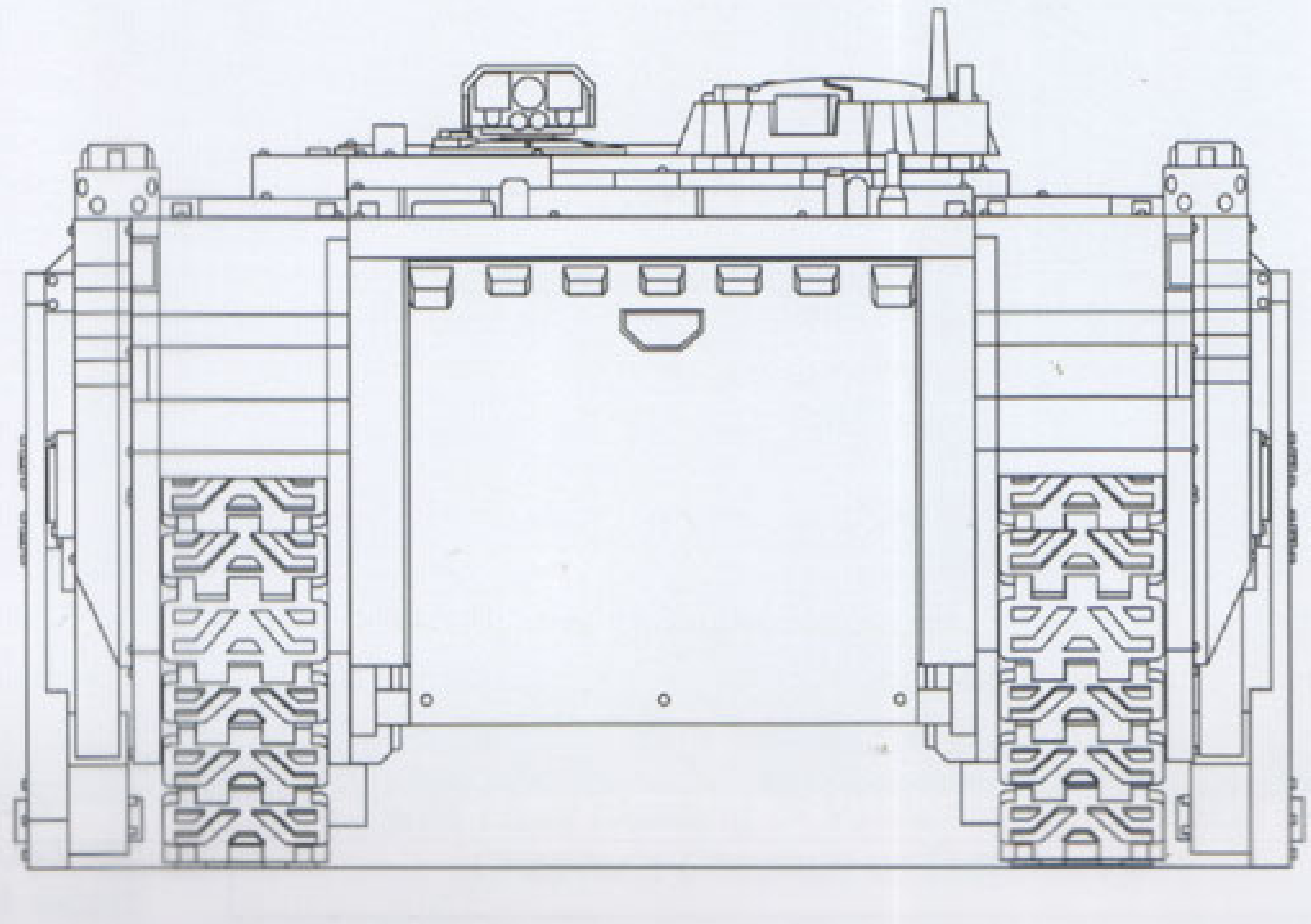
Lucius pattern Vindicator - top view





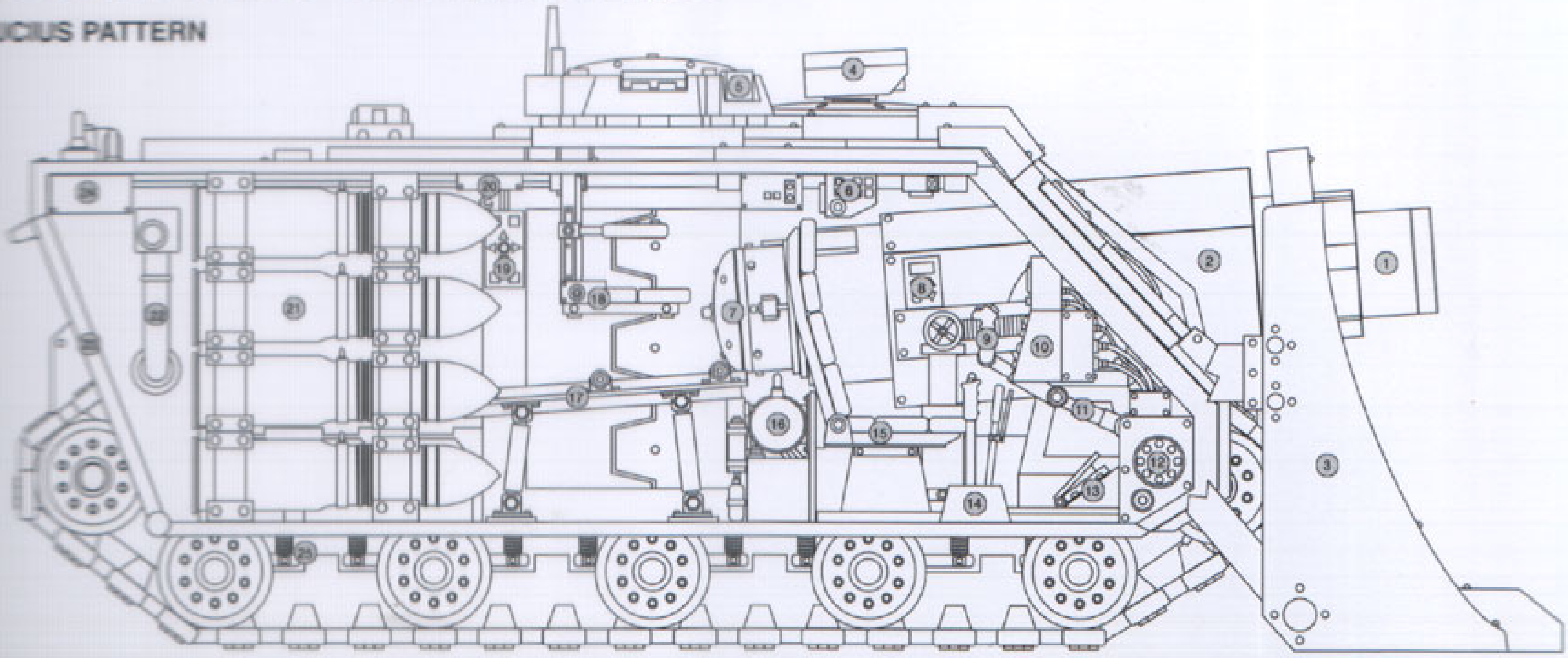
front view

rear view

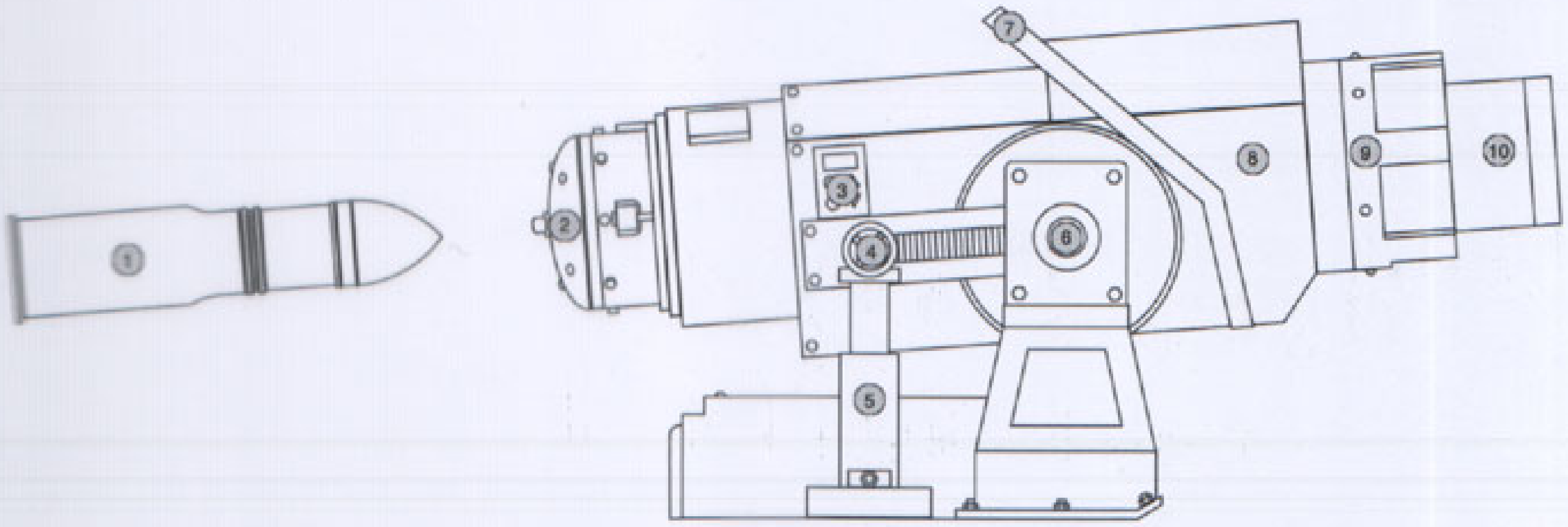


VINDICATOR - INTERIOR DETAIL

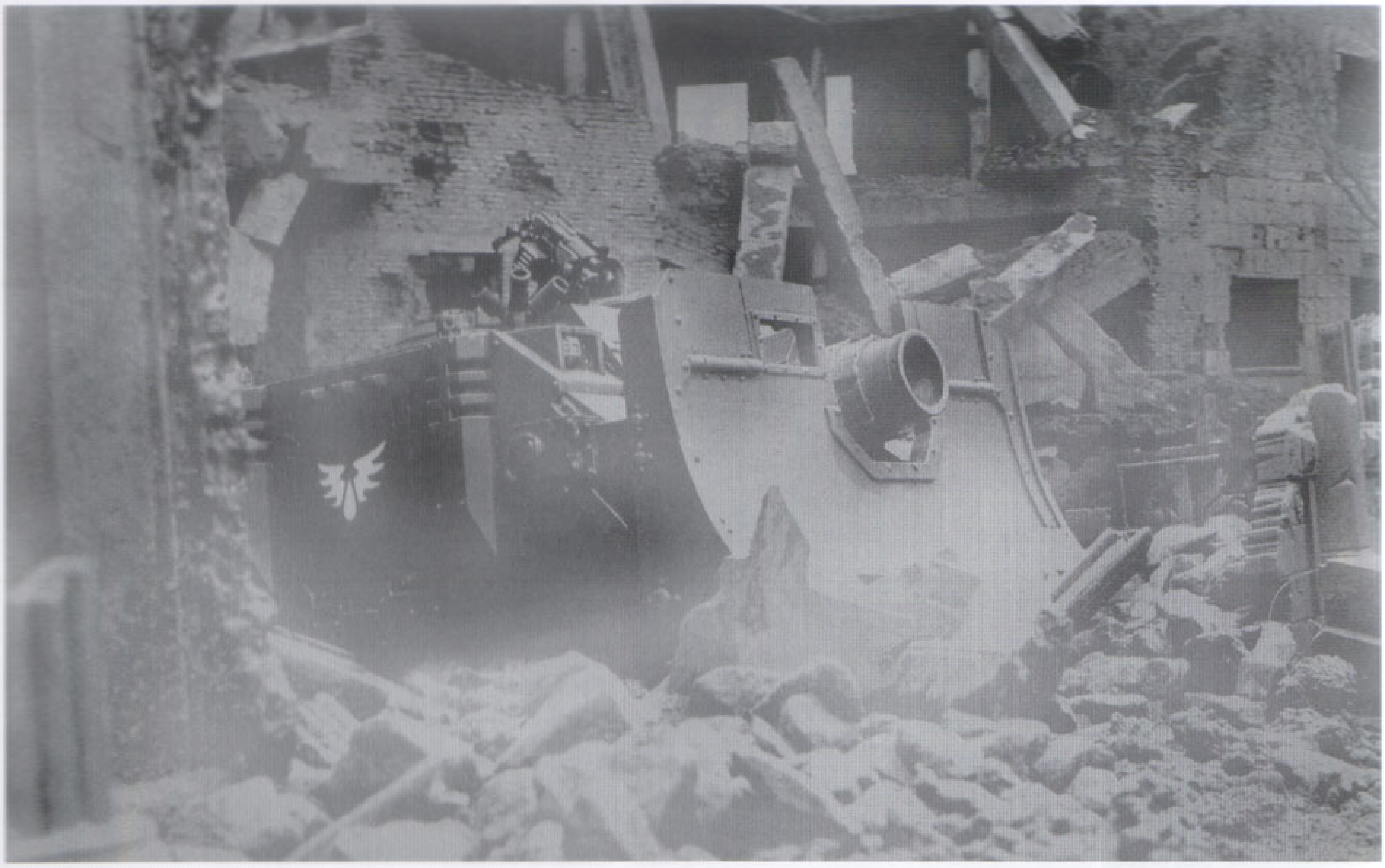
LUCIUS PATTERN

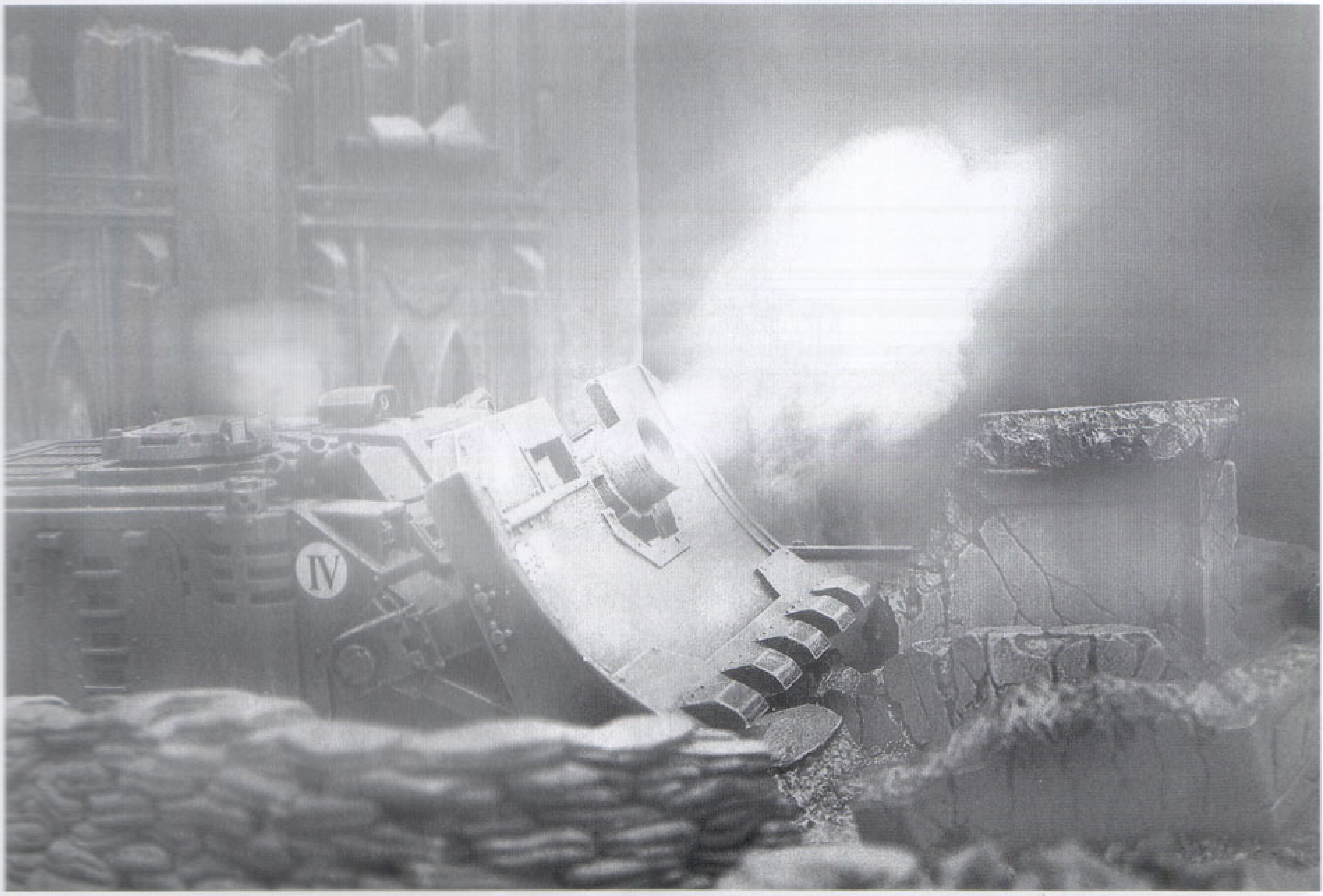


1. Demolisher cannon
2. Gun cowl
3. Assault dozer blade (optional)
4. Multi-spectral targeting surveyor
5. Vision block
6. Gunner's targeting console
7. Gun breech
8. Cannon control panel and manual override
9. Driver column
10. Driver's control console
11. Steering column
12. Electric drive motor
13. Driver's foot pedals
14. Brake levers
15. Driver's seat
16. Electrical generator
17. Ammunition loading ramp
18. Gunner's seat
19. Crane control panel
20. Ammunition loading crane
21. Demolisher siege shell (rack of 16)
22. Rear ramp hydraulics
23. Rear ramp (used to load ammunition)
24. Comm-link unit
25. Suspension system



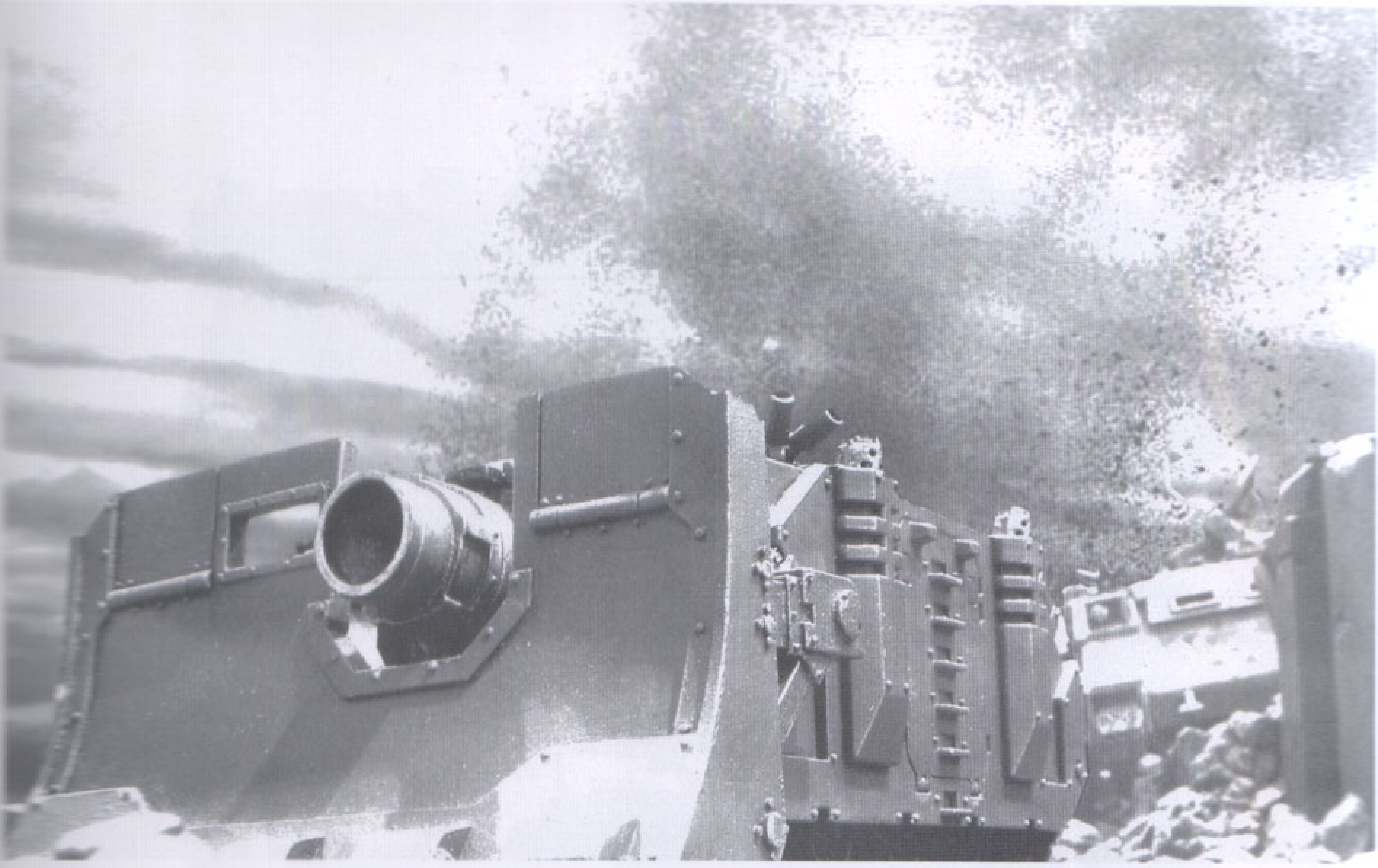
1. Demolisher siege shell (loaded via crane and ramp)
2. Breech hatch (closed)
3. Automated elevation and limited traverse control unit
4. Manual elevation override
5. Hydraulic elevation piston
6. Elevation-servo
7. Gun mantlet
8. Bonded ceramite/adamantium armoured cowl
9. Barrel bracing
10. Reinforced titanium barrel

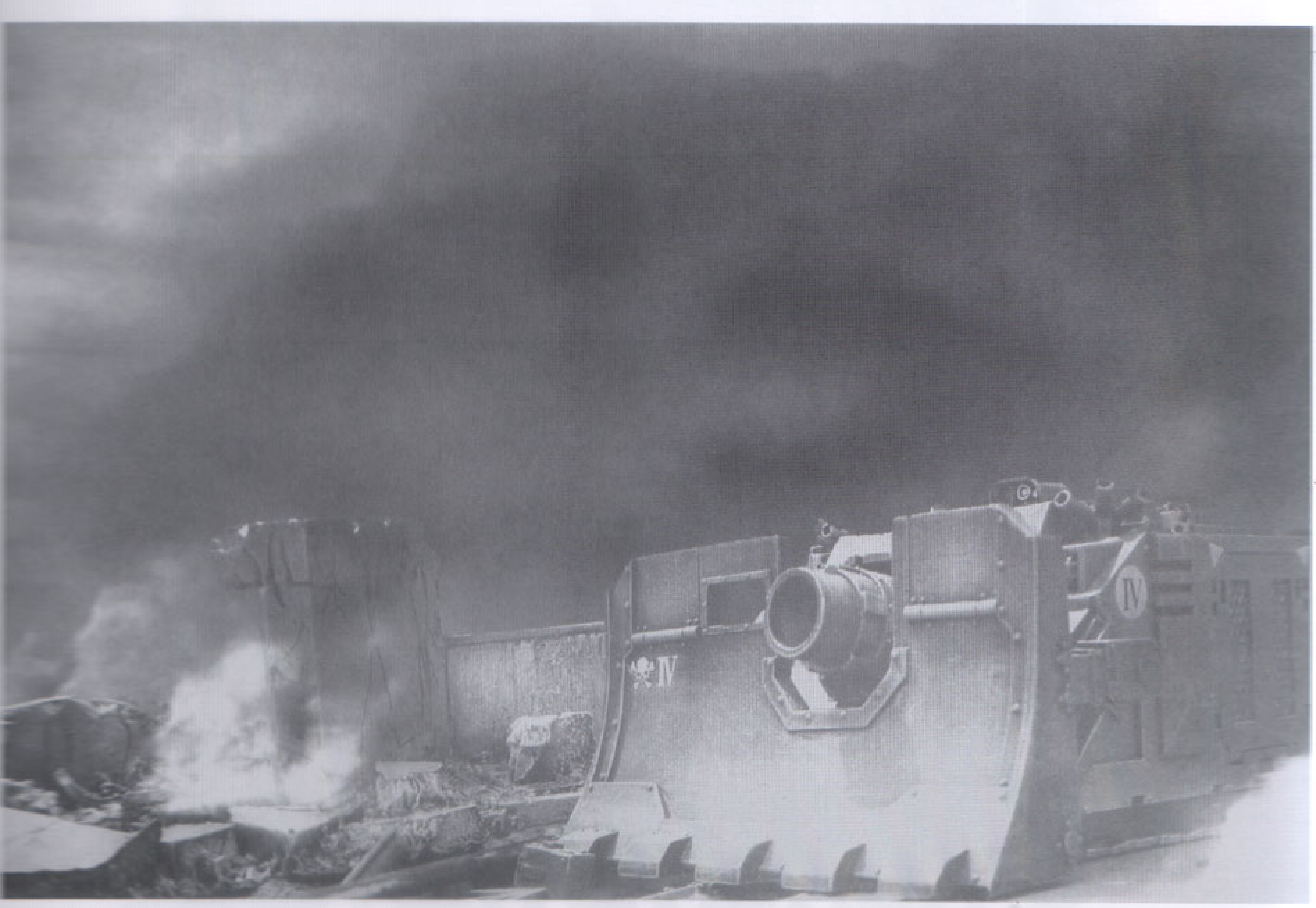




Top: The Vindicator is a specialised vehicle, armed and armoured for close support during street fighting. Here a Blood Angels Vindicator forces passage through the rubble with its dozer-blade.

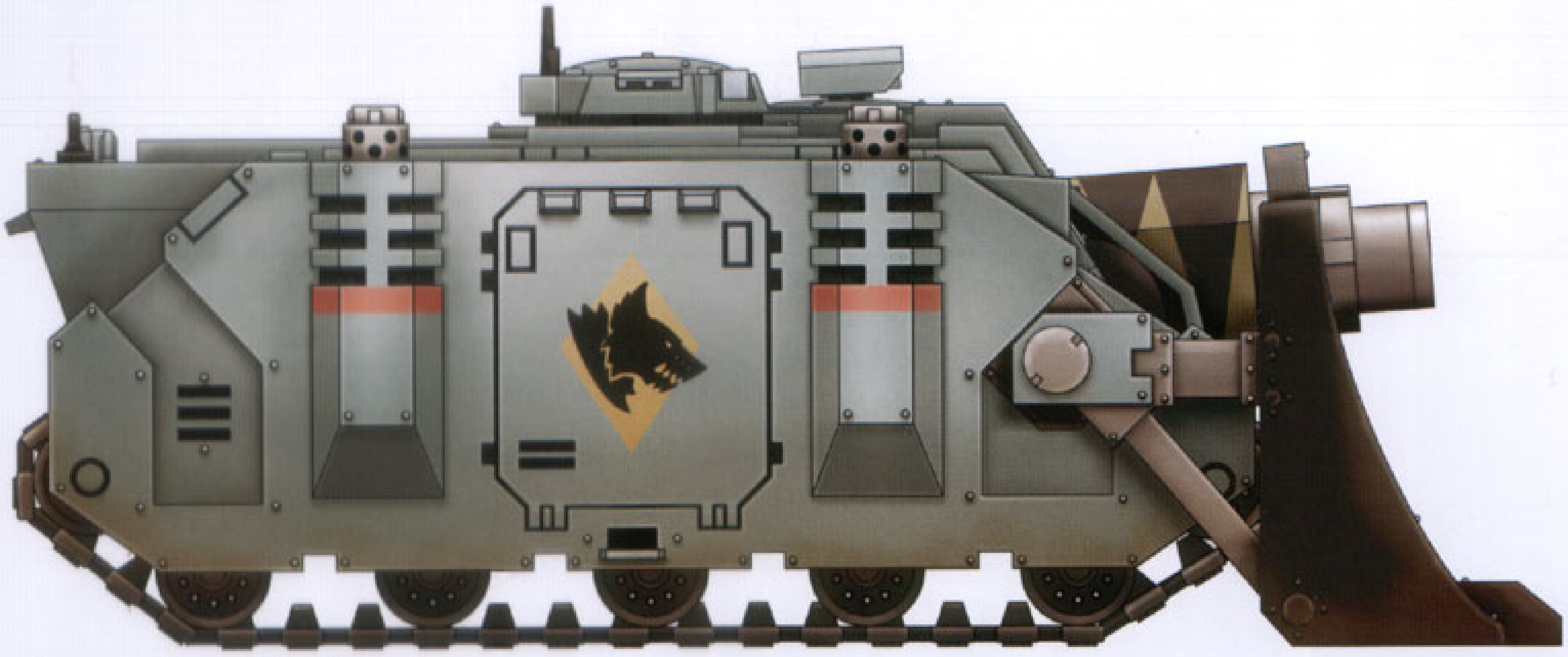
Above: A Vindicator of an unidentified Chapter opens fire, using a high trajectory to lob its heavy siege shell onto the target. Note the propellant gases escaping from the top vents.



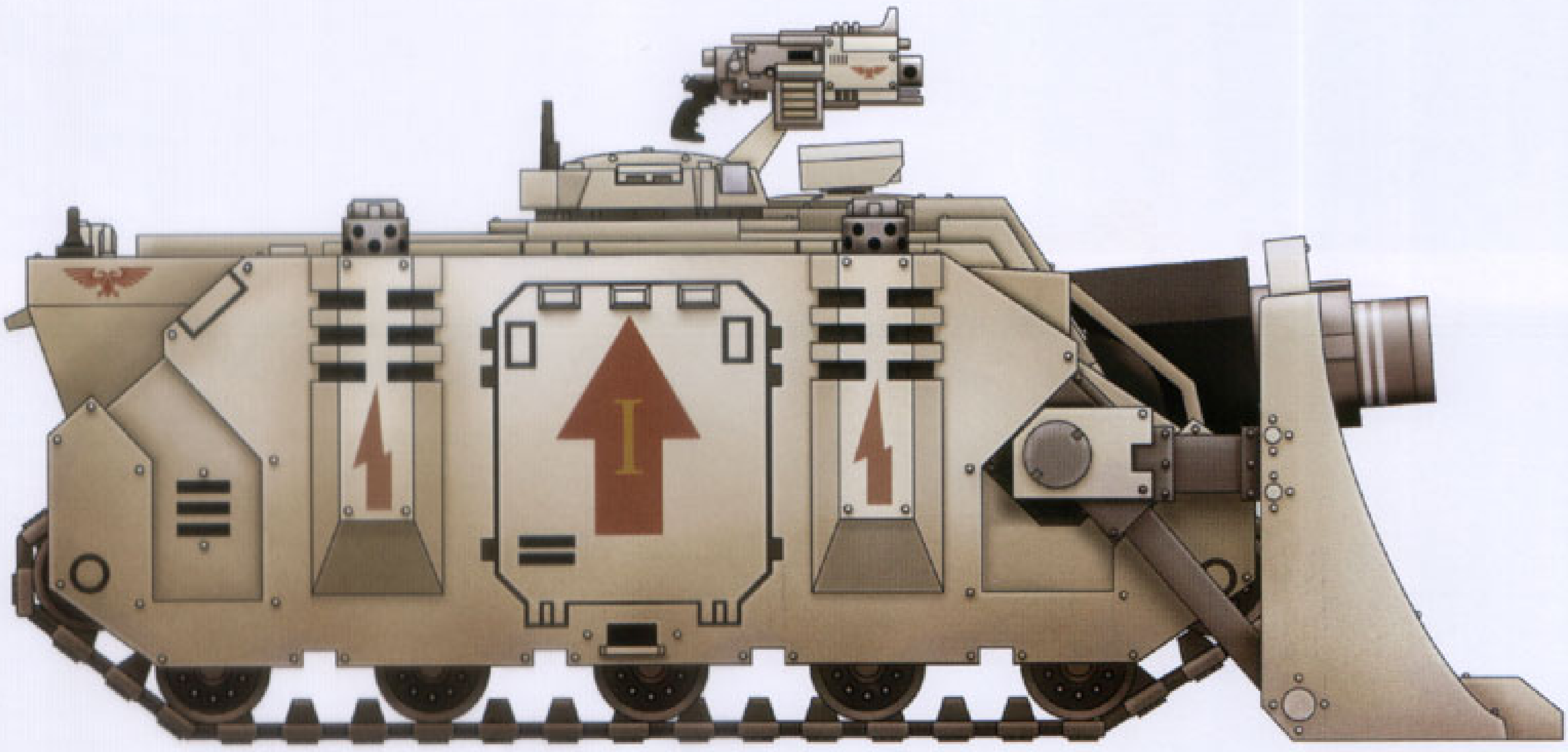


Top: A Vindicator is sprayed with shrapnel as it comes under artillery fire. Note the Damocles command vehicle in the background.

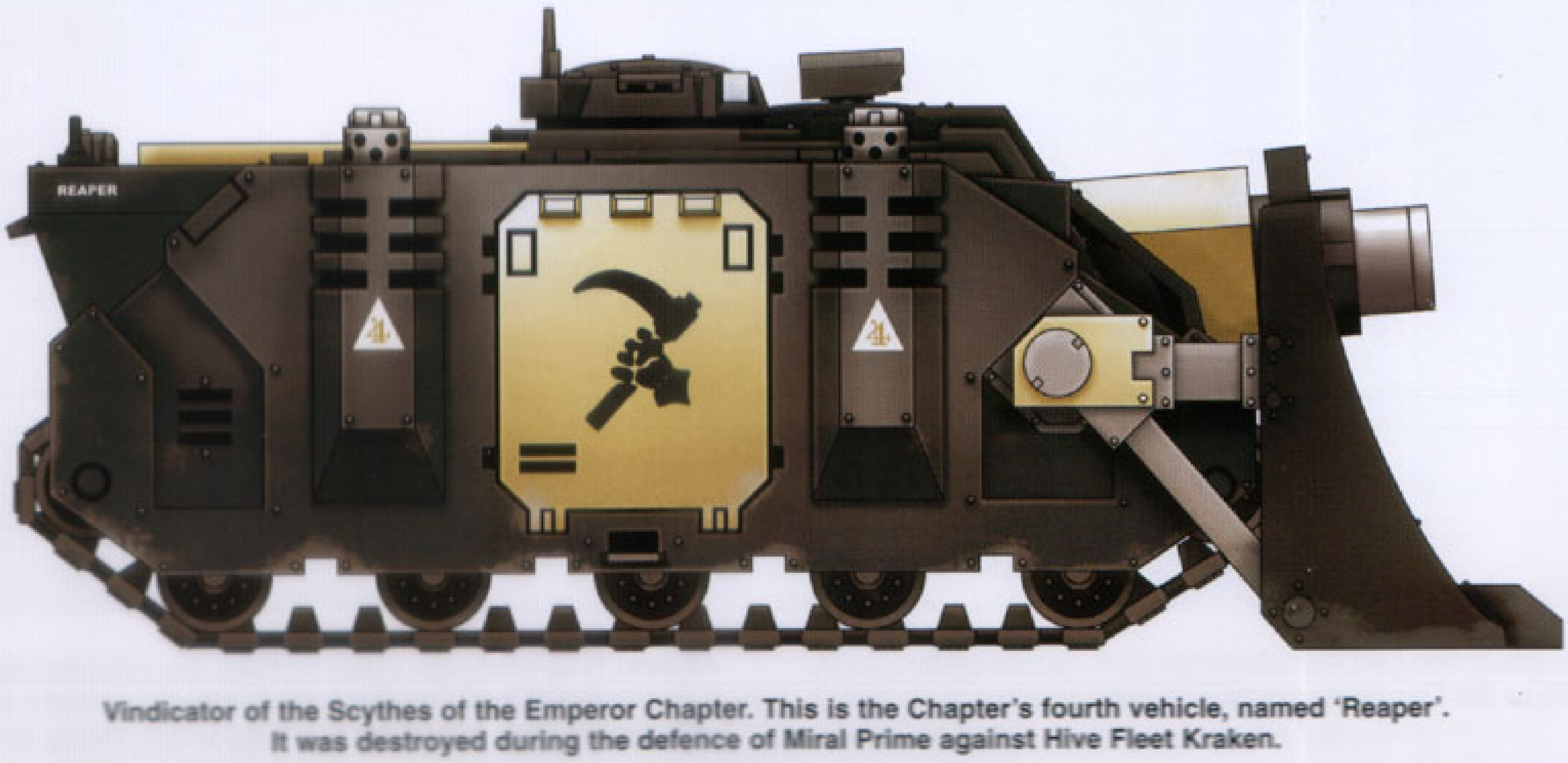
Above: This Vindicator halts besides the still smoking wreckage of a destroyed pillbox. Reinforced defensive positions such as pillboxes and bunkers are a Vindicator's main target during an attack.



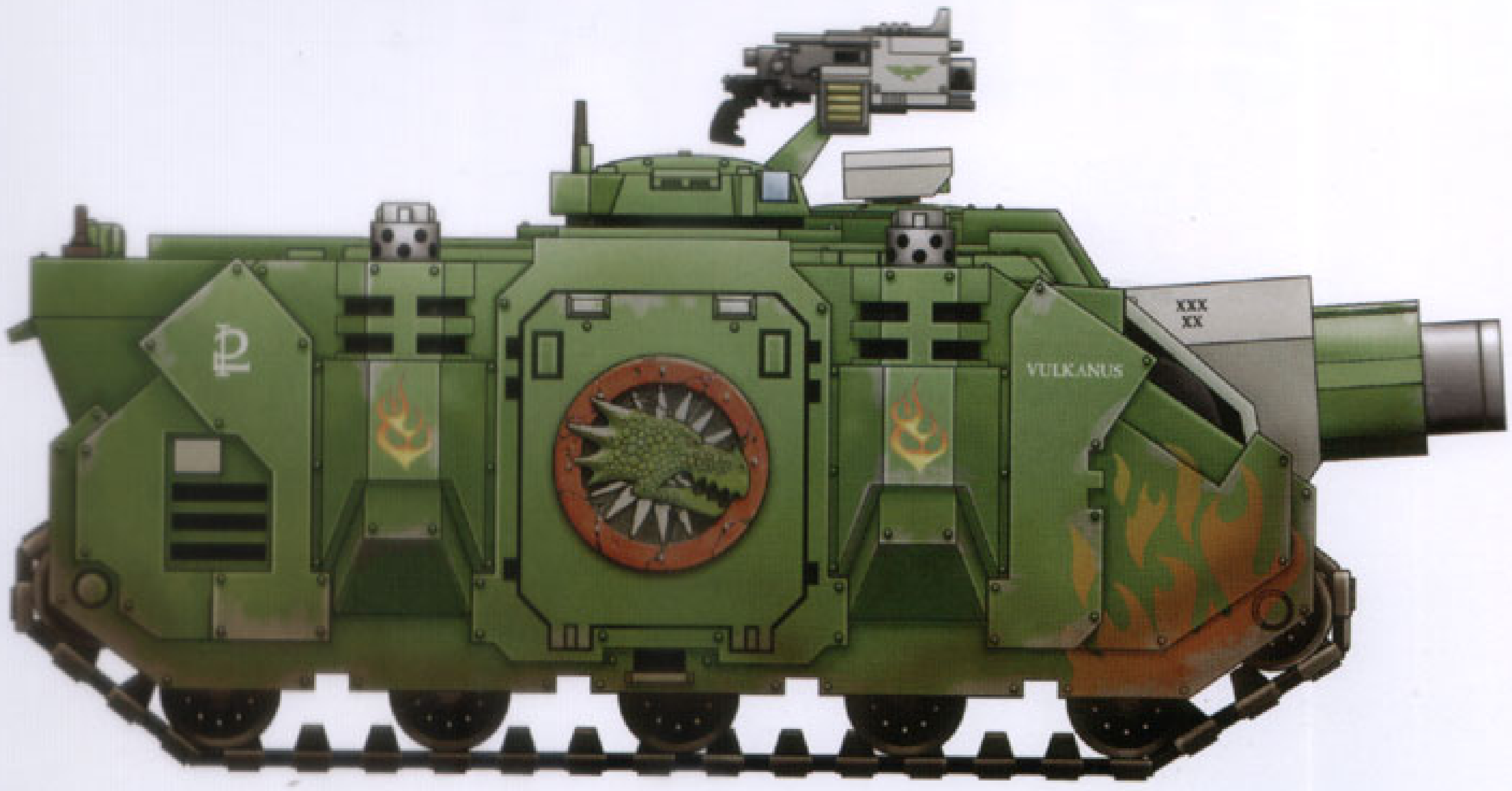
Vindicator of the Space Wolves Chapter, the symbol indicates it is from Ragnar Blackmane's Great Company. Deployed during the Magdelon Confrontation.



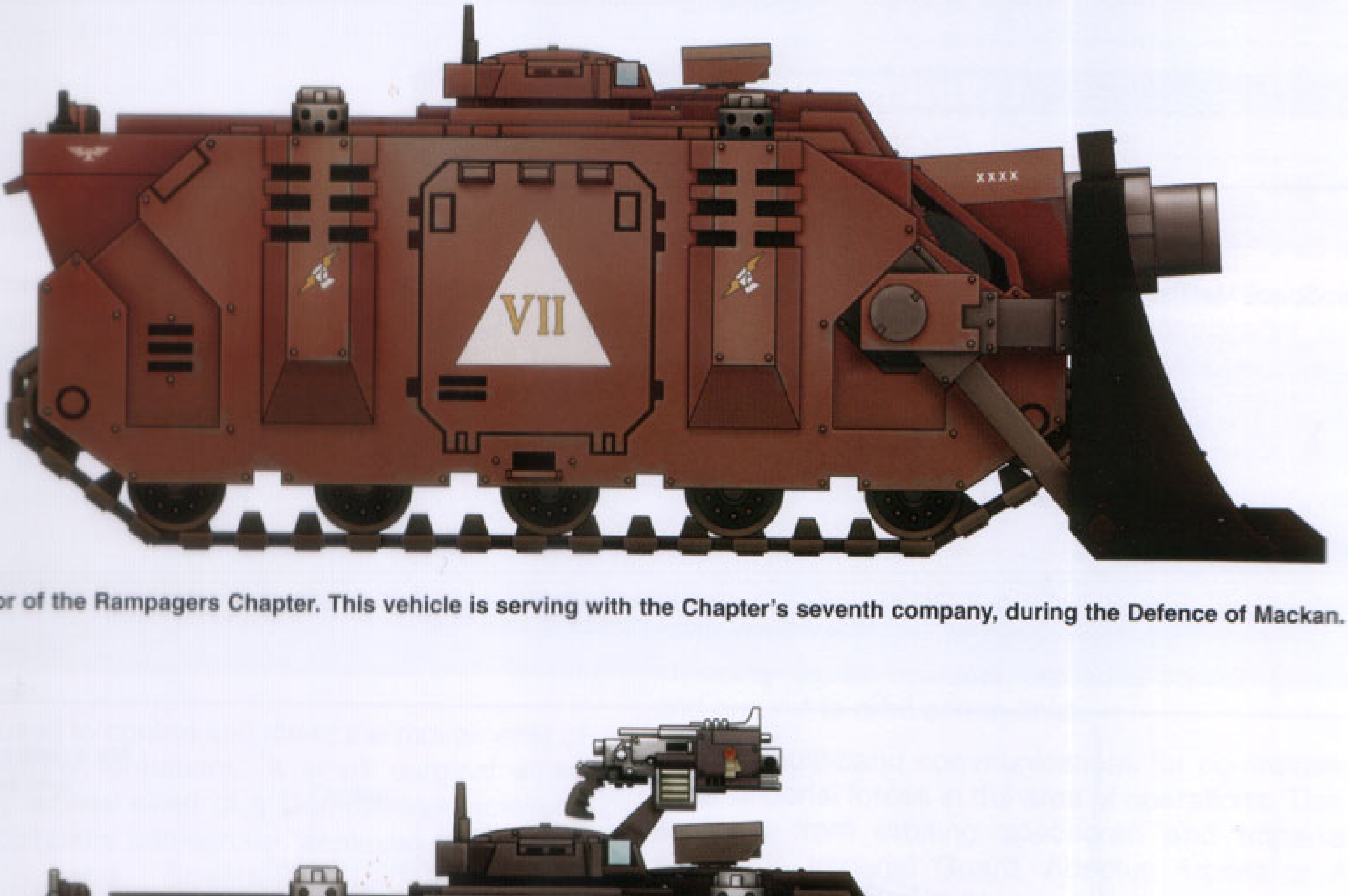
Vindicator of the Storm Giants Chapter, first company. Second Lastrati Punative campaign.



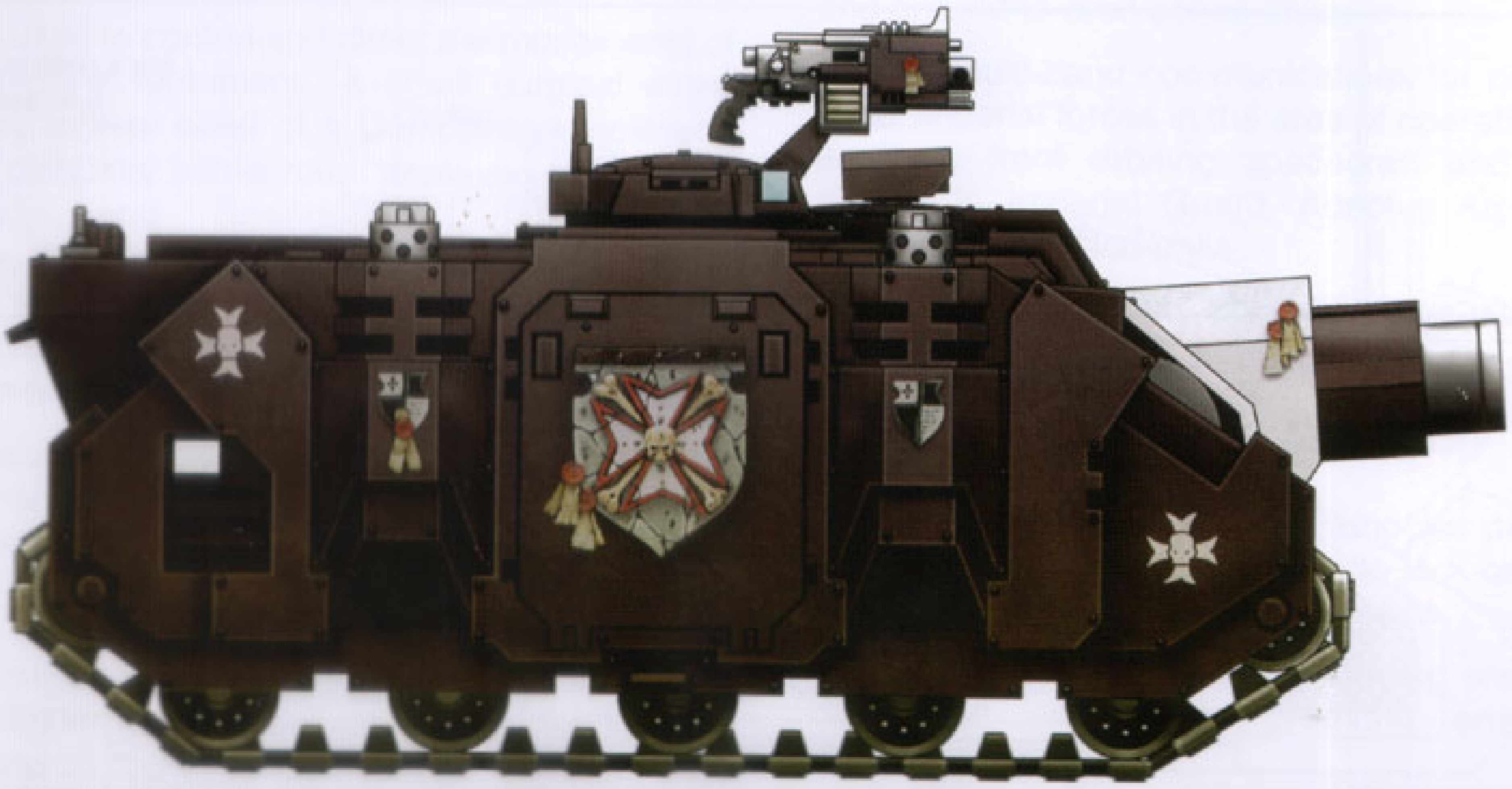
Vindicator of the Scythes of the Emperor Chapter. This is the Chapter's fourth vehicle, named 'Reaper'. It was destroyed during the defence of Miral Prime against Hive Fleet Kraken.



Vindicator of the Salamanders Chapter. This is the armoury's second vehicle, 'Vulcanus', the flame decorations indicate the crew are ranking members of the Promethan Cult. Note the vehicle has reinforced armour and five kill marks on the gun mantlet. Deployed during the Third Armageddon War.



Vindicator of the Rampagers Chapter. This vehicle is serving with the Chapter's seventh company, during the Defence of Mackan.



Vindicator of the Black Templars Chapter. This vehicle is equipped with reinforced armour, and the dozer blade has been removed. It is well protected by purity seals for combat against daemonic forces during the Barbarus Incursion.

VINDICATOR

	Points	Front Armour	Side Armour	Rear Armour	BS
Vindicator	120	13	11	10	4

Thought for the day:
Forward Brothers, with loyalty to
victory and glory!

Type: Tank

Crew: Space Marines

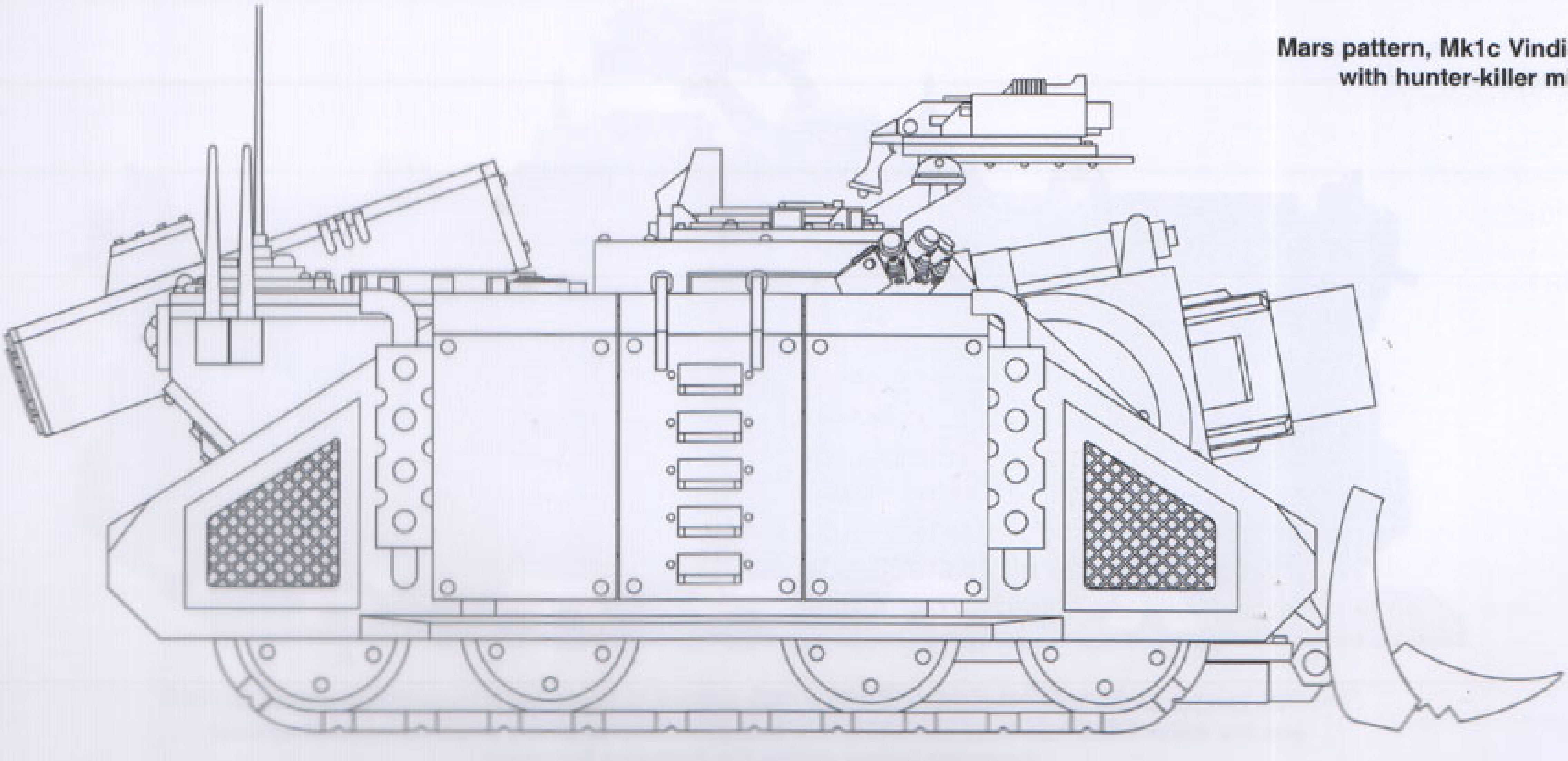
Weapons: The Vindicator is armed with a hull mounted demolisher cannon.

Options: The Vindicator may be given any of the following from the Space Marine Codex: dozer-blade, extra armour, hunter-killer missile, improved comms, pintle-mounted storm bolter, searchlight, smoke launchers.

Heavy Support: The Vindicator is a Heavy Support choice for a Space Marine army.

SPECIAL RULES

Siege Armour: The Vindicator is expected to fight in cities and come under fire from above. When a Vindicator is being fired at from above, hits are resolved against their Side Armour value instead of their Rear.



Mars pattern, Mk1c Vindicator with hunter-killer missile

DAMOCLES

COMMAND RHINO

Space Marine Chapters utilise some of the most advanced equipment the Imperium can supply. As well as their weapons, armour and combat vehicles, this also includes the infrastructure that supports their combat operations. The Damocles Command Rhino is part of this infrastructure. It is a standard Rhino equipped with sophisticated communication and tracking equipment, helping direct a Space Marine force and acting as the main comms link between orbiting strike cruisers, the fleet of Thunderhawk gunships, and a Space Marine commander on a planet's surface.

Service Record

A Damocles is used to control and direct the movements of large Space Marine formations. A small surgical strike force is unlikely tohave need of a Damocles' specialised support. A full company battlegroup, deployed in strength, with Rhinos, Land Speeders, Land Raiders, Thunderhawks, drop pods, teleporting Terminators, and every weapon in the Space Marine's formidable arsenal, would benefit greatly from a Damocles Command Rhino to monitor and co-ordinate operations.

The Damocles is not a combat vehicle and is rarely committed to front line action. If deployed it is usually kept well hidden from the enemy. Each vehicle is permanently crewed by a driver and a two-man command team, provided from the Chapter Master's headquarters staff. One is a communications controller, the other the tactical operations controller – who monitors squads, tracks their positions and enemy movements. These brothers are both full Space Marines in their own right, but each will have undergone additional training by the Chapter Techmarines to use the sophisticated equipment. The Damocles also has a seat for a Space Marine force commander, alongside the driver. In combat most Space Marine commanders prefer to lead from the front, but between battles a commander can keep up to date with the developing strategic situation through his Damocles.

Notable Features

A Damocles is full of special signals, communication and monitoring equipment, including the following:

Company or battlegroup command and control hub, including signal boosters, squad-to-squad, ground-to-air and ground-to-orbit comm-links.

Secure multi-band communications for co-ordinating with other Imperial forces in the area of operations. This can be anything from orbiting spacecraft and Imperial Navy aircraft to Imperial Guard, Adeptus Arbites or Adeptus Sororitas command units.

Multi-spectral ground surveillance auspex for locating enemy units.

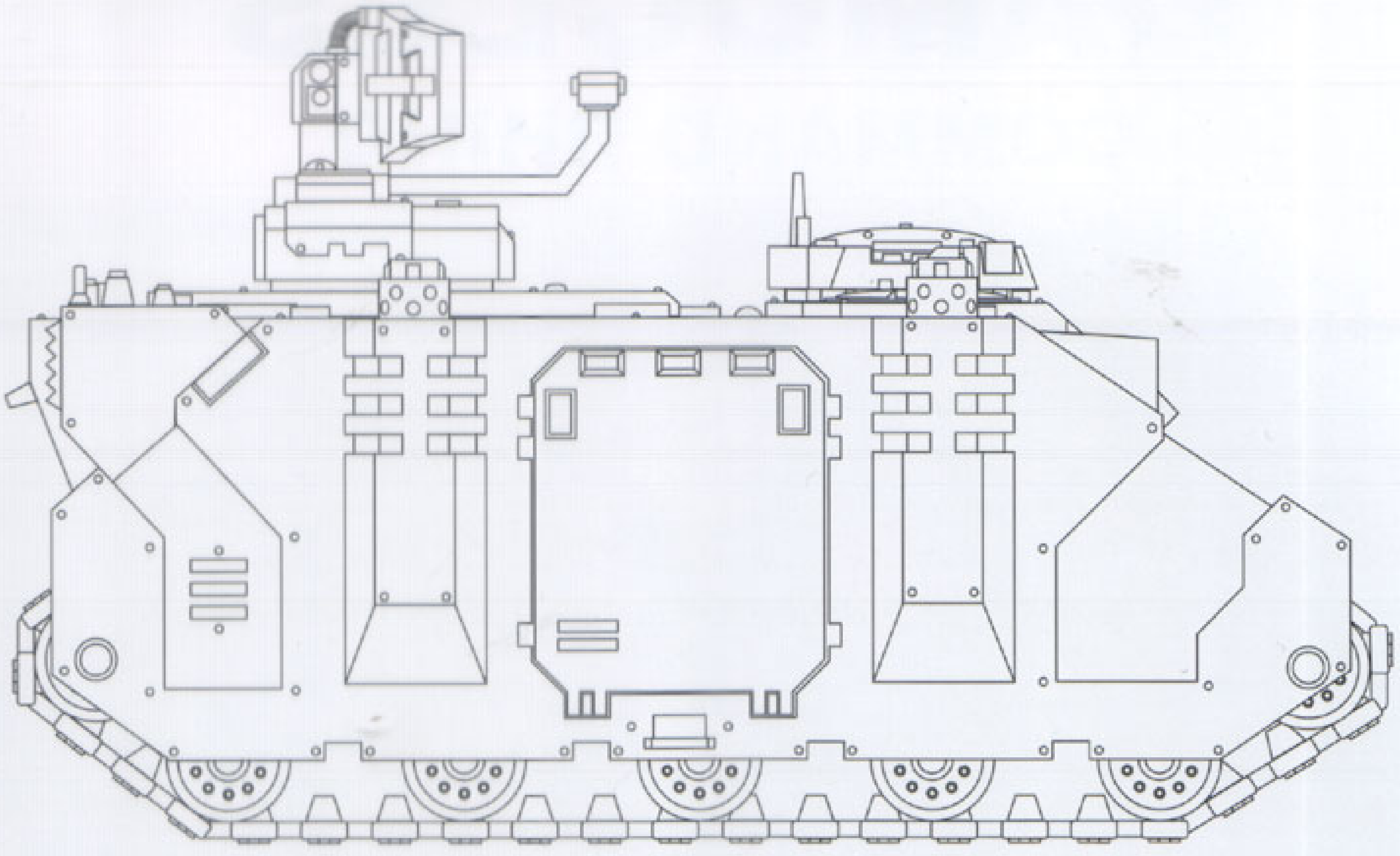
Chapter-wide squad and vehicle tracking information, supplied via orbital relay.

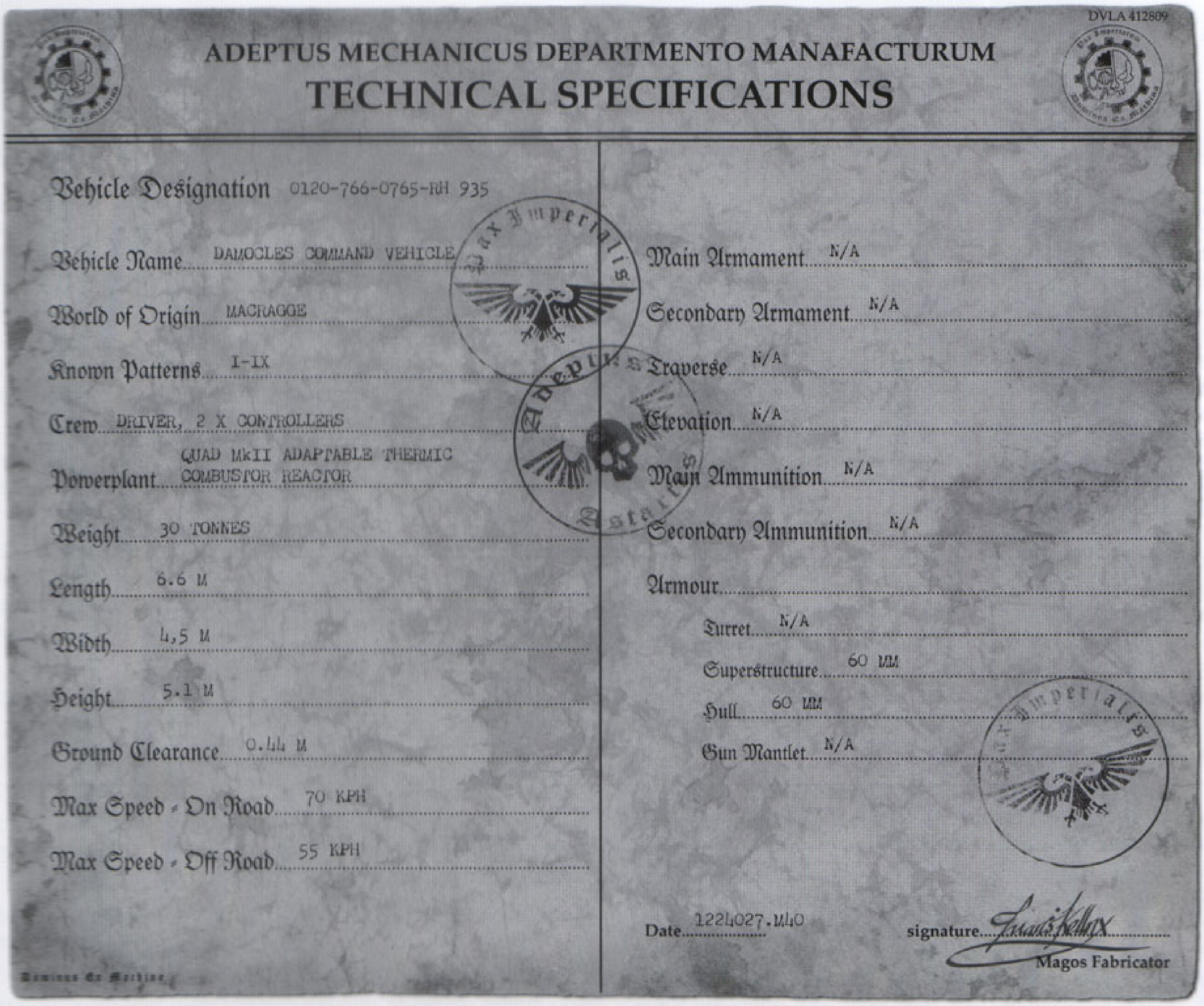
Teleport homer beacon, the Damocles provides a strong signal for any teleporting troops to lock-on to, allowing for safer and more accurate teleportation.

Transmission monitor, for intercepting enemy signals and decryption engine for breaking enemy codes or scrambling.

Bio-status readouts relayed directly from individual Space Marine's power armour.

Macragge pattern Damocles





DVLA 412809

ADEPTUS MECHANICUS DEPARTMENTO MANAFACTURUM

TECHNICAL SPECIFICATIONS

Vehicle Designation 0120-766-0765-RH 935

Vehicle Name DAMOCLES COMMAND VEHICLE

World of Origin MACRAGGE

Known Patterns I-IX

Crew DRIVER, 2 X CONTROLLERS

Powerplant QUAD MkII ADAPTABLE THERMIC COMBUSTOR REACTOR

Weight 30 TONNES

Length 6.6 M

Width 4,5 M

Height 5.1 M

Ground Clearance 0.44 M

Max Speed - On Road 70 KPH

Max Speed - Off Road 55 KPH

Main Armament N/A

Secondary Armament N/A

Traverse N/A

Elevation N/A

Main Ammunition N/A

Secondary Ammunition N/A

Armour

Turret N/A

Superstructure 60 MM

Hull 60 MM

Gun Mantlet N/A

Date 1224027.M40

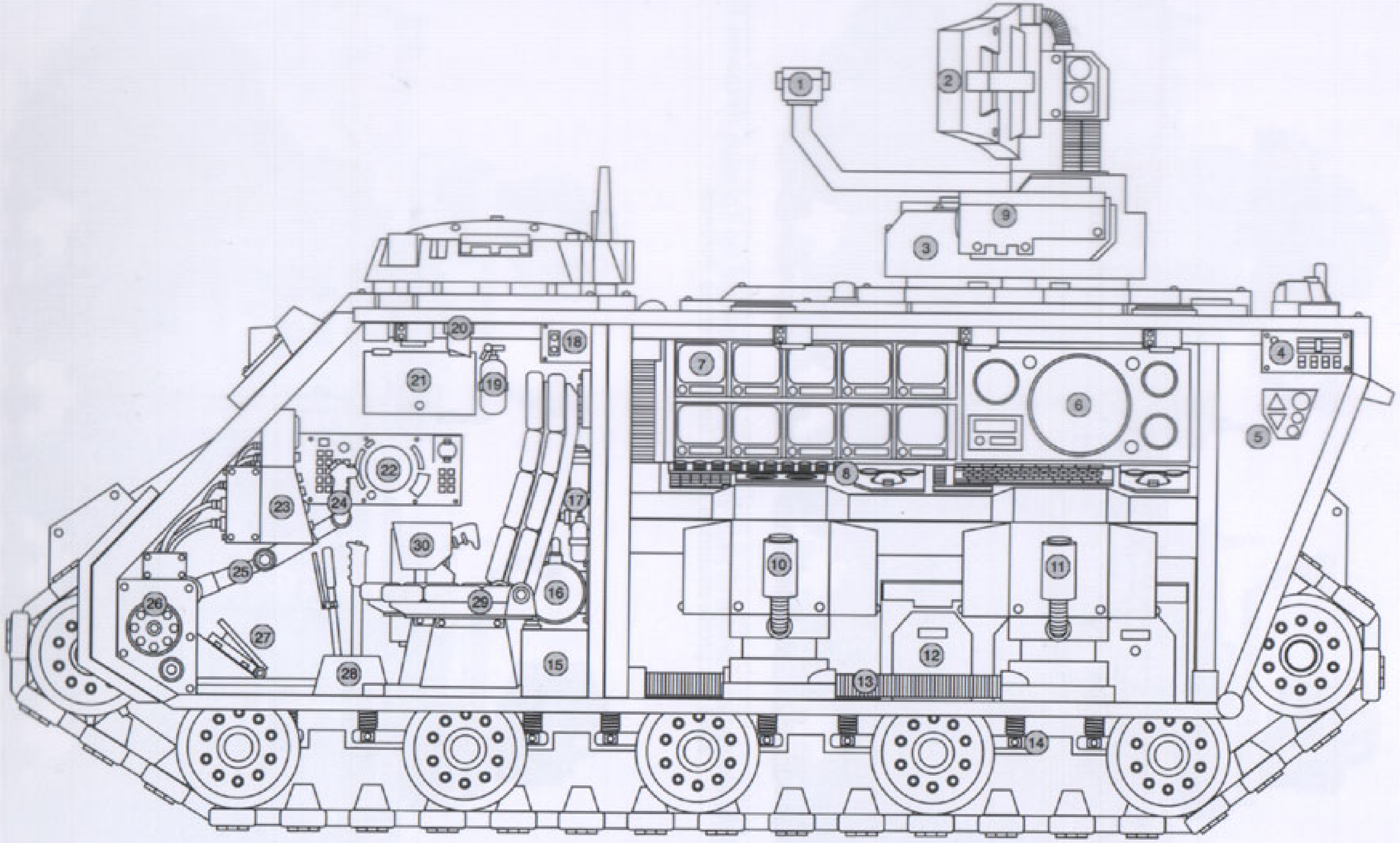
signature

Magos Fabricator

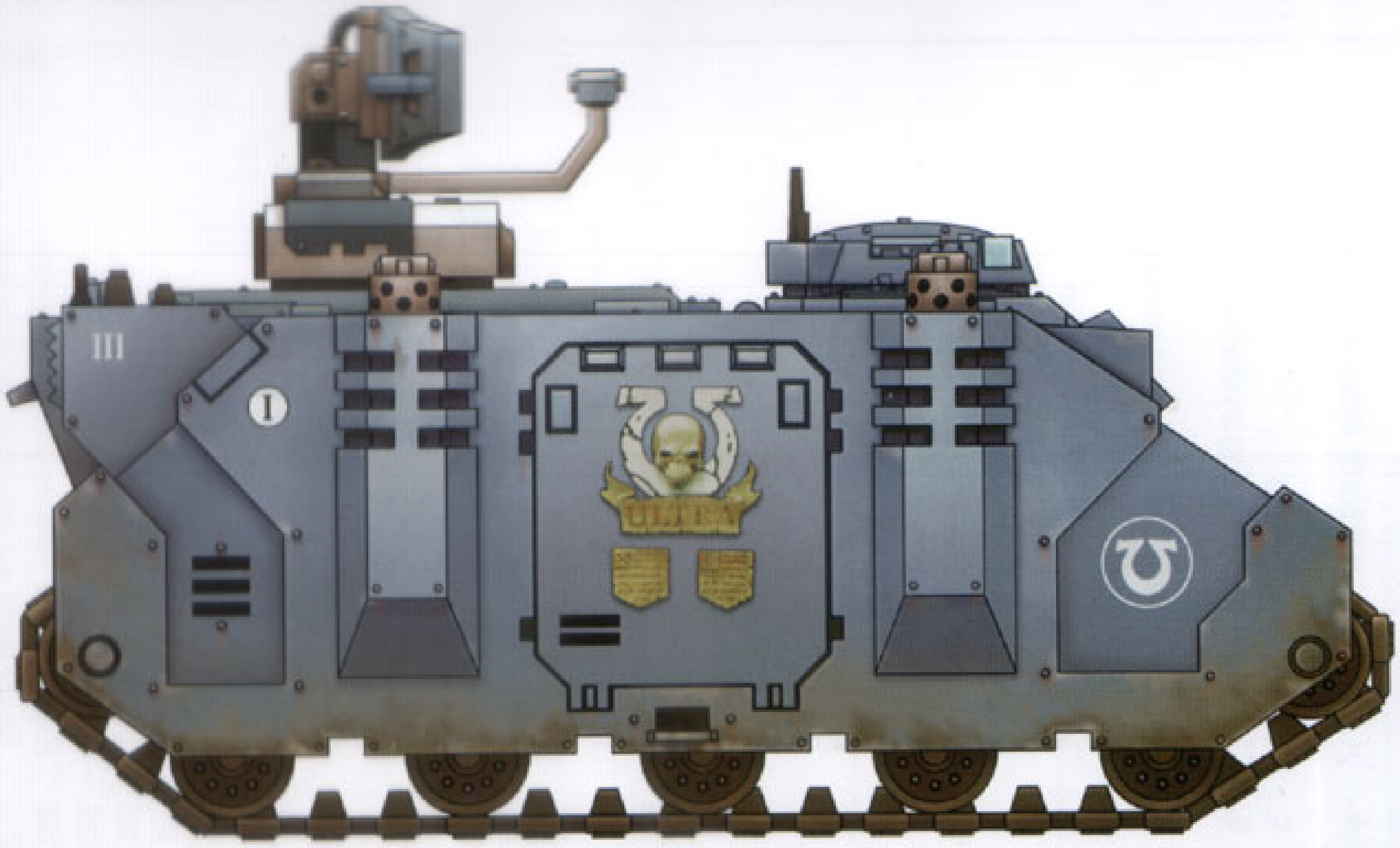
Dominus Ex Machina

DAMOCLES - INTERIOR DETAIL

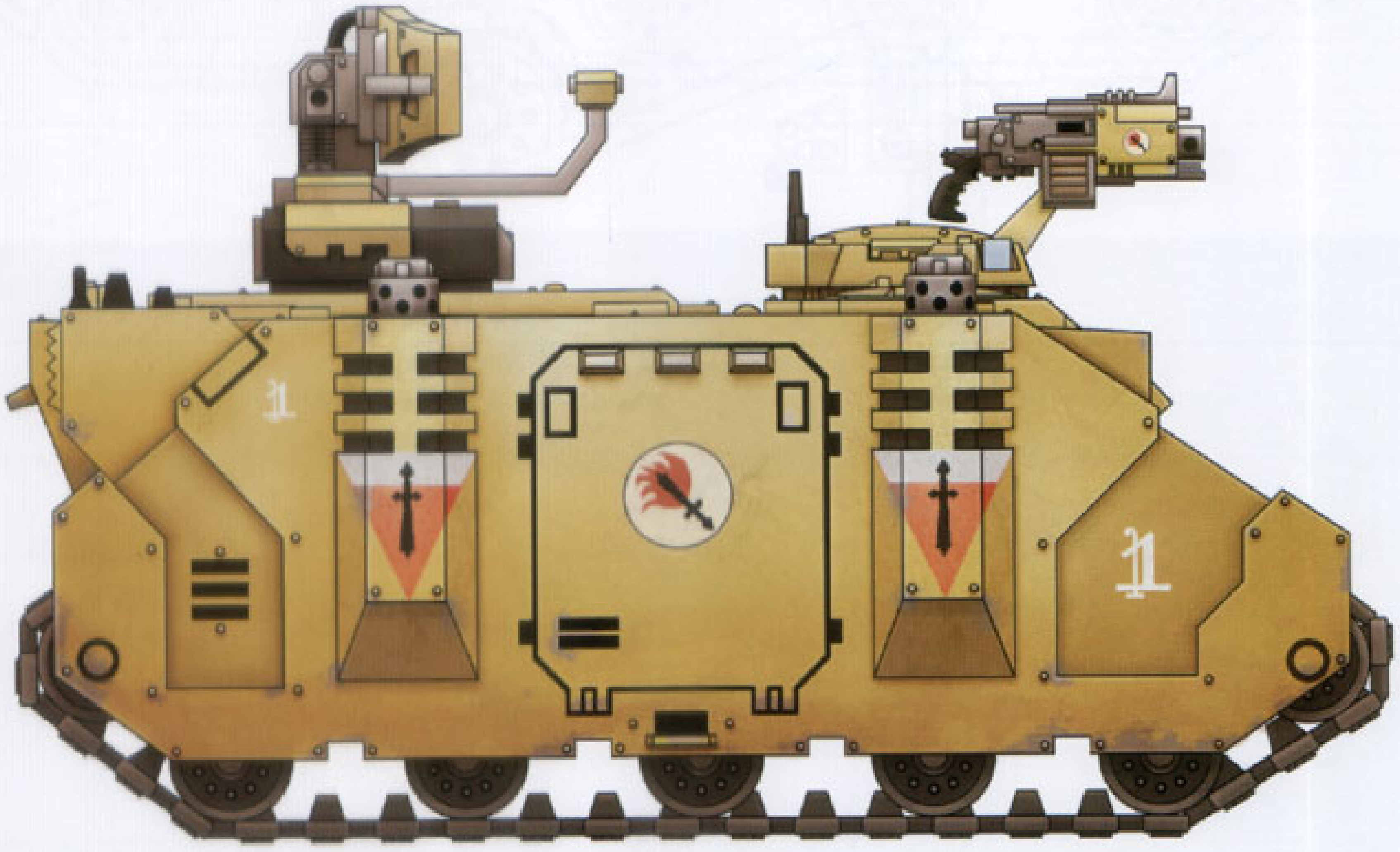
MACRAGGE PATTERN



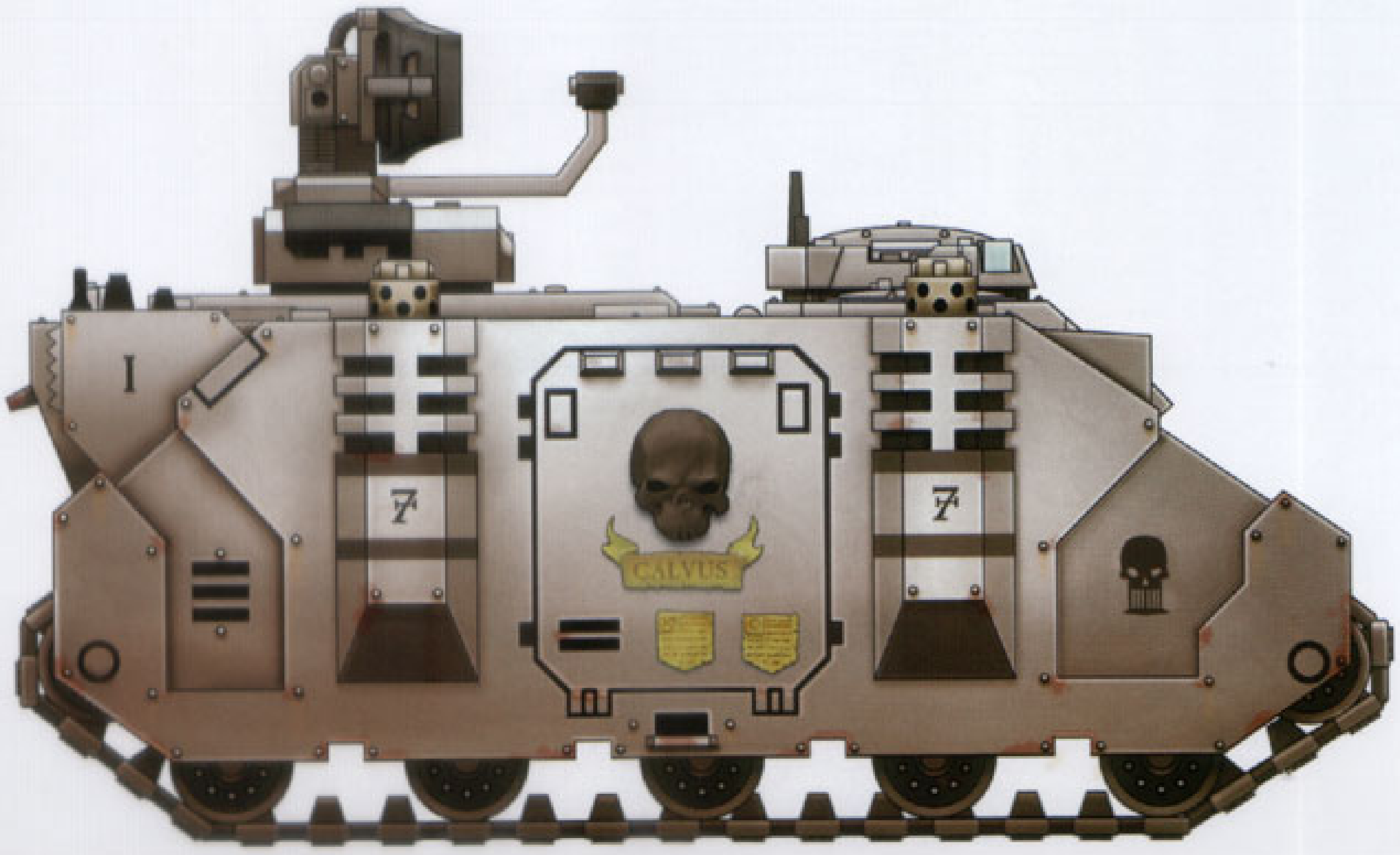
1. Secure multi-band communications antenna
2. Satelite reciever dish
3. Signals booster unit
4. Comm-link unit (only employed as a back-up system)
5. Door control panel
6. Scanner and tracking systems control panel
7. Squad control and bio-logis monitors and read-outs
8. Tactical operations control panel
9. Multi-spectral ground surviellance auspex unit
10. Tactical controller's seat with spinal implant interface
11. Comms controller's seat with spinal implant interface
12. Storage locker
13. Data realy cabling
14. Suspension unit
15. Battery
16. Electrical generator
17. Transformer and internal power units
18. Air filtration controls
19. Fire extinguisher
20. Driver's periscope
21. Med-kit
22. Control console (tactical display, engine status display)
23. Driver's control console
24. Driver column
25. Steering column
26. Electric motor housing
27. Driver's foot pedals
28. Brake levers
29. Driver's seat
30. Storm bolter remote control joystick (disabled if no stormbolter present)



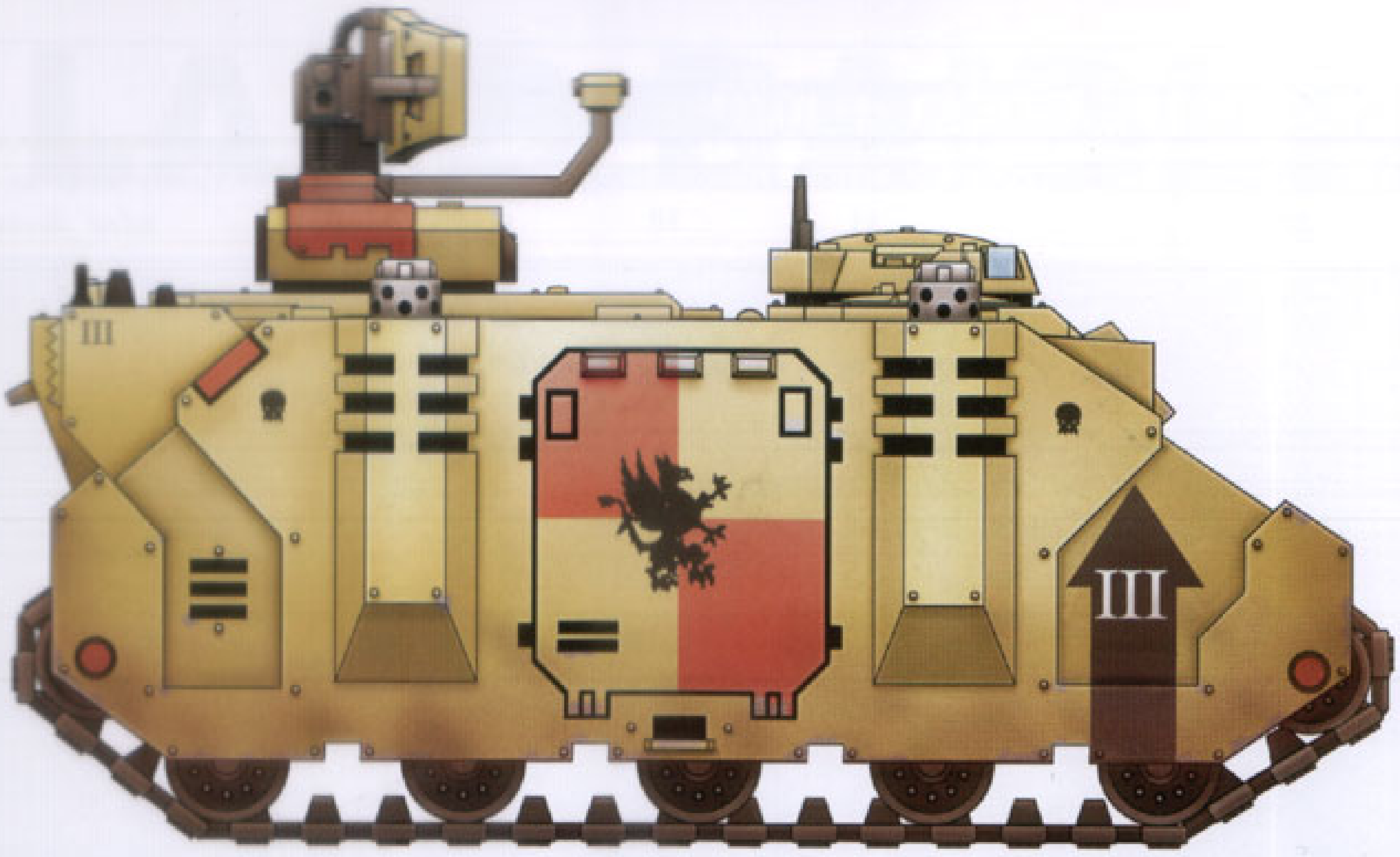
A Damocles of the Ultramarines Chapter. Deployed to support the Chapter's first company during the Defence of Ichar IV.



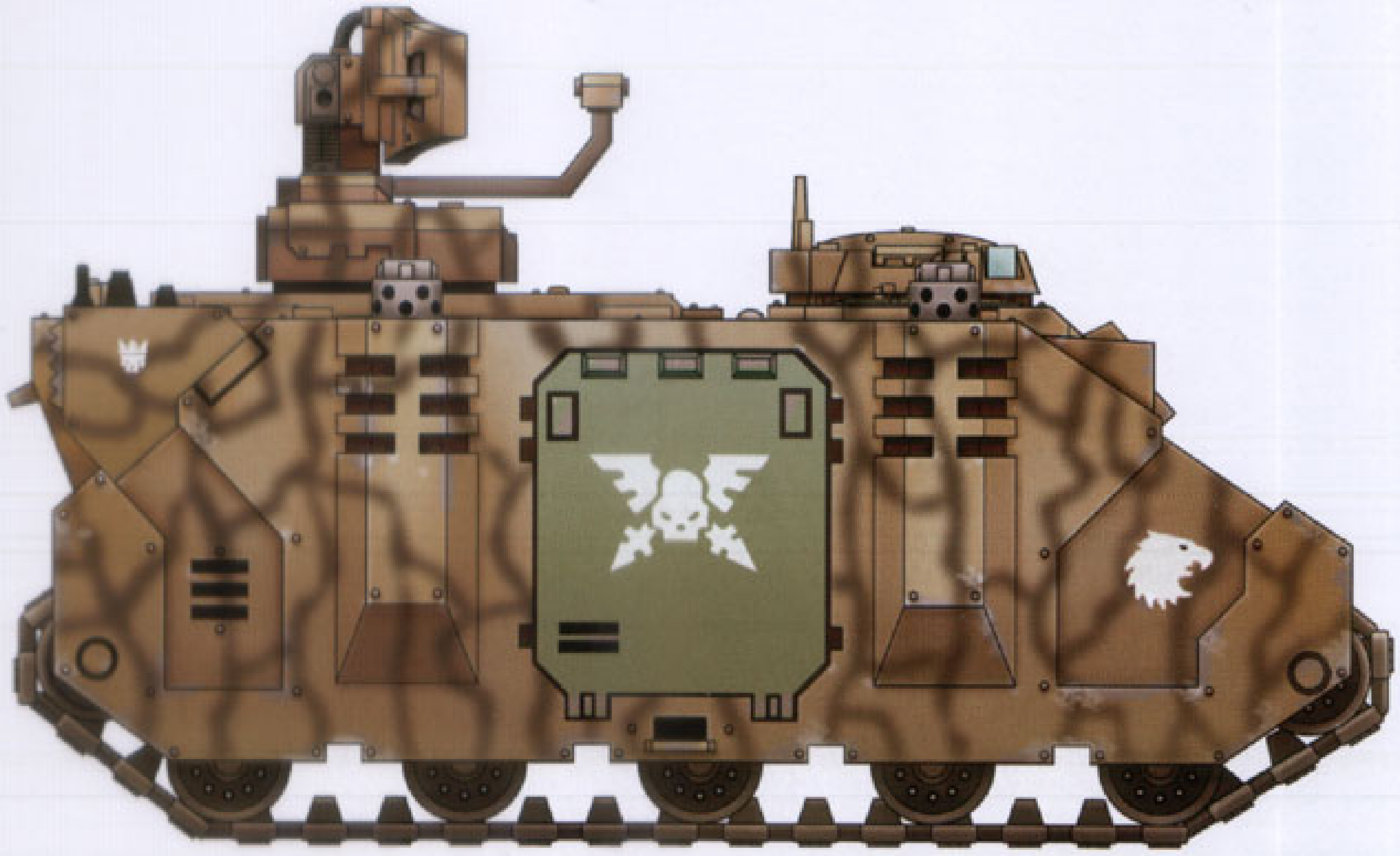
A Damocles of the Marauders Chapter. This is the command vehicle of the Thracian Response Force.
Note the pintle-mounted storm bolter for close defence.



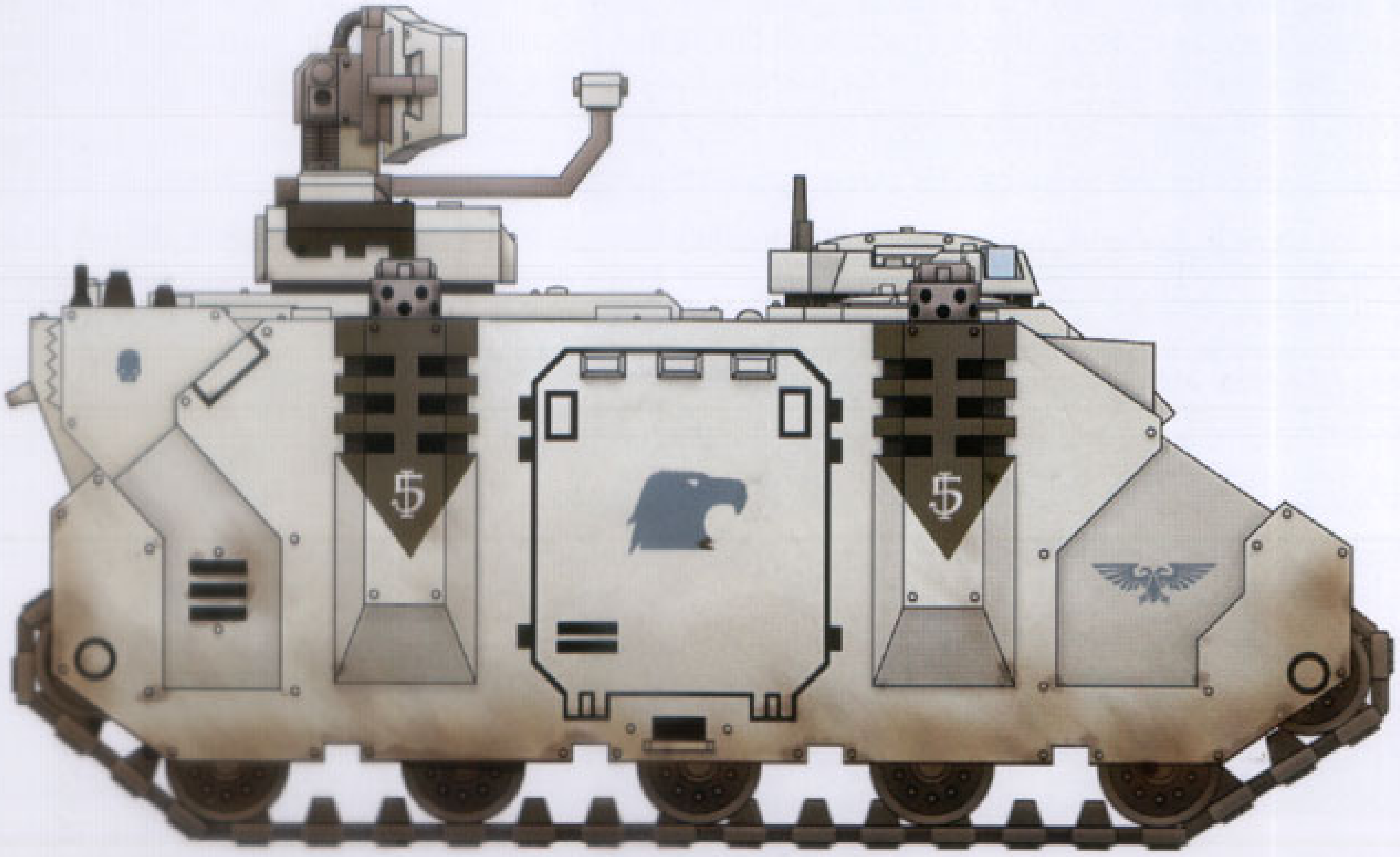
A Damocles of the Silver Skulls Chapter. The vehicle is named 'Calvus',
and is attached to the Chapter's seventh company. Beta-Garmon IV Expeditionary Force.



A Damocles of the Howling Griffons Chapter. Commanding the Chapter's third company during the Dennar IV Rebellion.



A Damocles of the Raptors Chapter. This vehicle bears desert camouflage and crowned skull campaign badge of the Angelis Campaign. The winged skull symbol on the door is used to denote a command unit.



A Damocles of the White Consuls Chapter, fifth company.
Part of the Chapter's commitment to the defence of the Cadian Gate against the 13th Black Crusade.
As a member of the 'Astartes Praeses', the entire Chapter was committed to the battle.

0-1 DAMOCLES COMMAND RHINO

	Points	Front Armour	Side Armour	Rear Armour	BS
Damocles	60	11	11	10	4

Thought for the day:
Victory needs no explanation:
defeat allows none

Type: Tank

Crew: Space Marines

Weapons: None.

Options: A Damocles may be given any of the following from the Space Marine Codex: dozer-blade, extra armour, hunter-killer missile, pintle-mounted storm bolter, searchlight, smoke launchers.

Transport: None

HQ Choice: The Damocles Command Rhino can only be taken as a Space Marine army's second HQ choice. A Damocles Rhino cannot be the only HQ choice in an army.

SPECIAL RULES

Improved Communications: Every Damocles Command Rhino is equipped with Improved Communications. This allows the Space Marine player to re-roll a reinforcement dice once per turn, and to re-roll the dice when checking to see if an enemy unit or obstacle is hit by a preliminary bombardment.

Teleport Beacon: The Damocles provides a powerful beacon for teleporting troops, allowing them to make more accurate teleport attacks. If a Damocles is deployed on the table then any teleporting troops may re-roll the scatter and distance dice for their Deep Strike. Note this is only for teleporting troops, not for other methods of deep striking, and only in scenarios which allow the Deep Strike special rule.

In addition to the above a Damocles Command Rhino can be used in one of two roles. Either to direct an Orbital Strike or to contact Imperial Navy Air Support. Both of these count as a separate Heavy Support choice for a Space Marine army. You may only take one, not both.

0-1 Orbital Strike – Heavy Support choice

During large engagements the Space Marines can call upon the firepower of their orbiting Strike Cruisers or Battle Barge to lend heavy fire support. This is always a weapon of last resort, reserved only for the most dangerous of foes, as an orbital strike can be as dangerous for friendly forces in the area as it is for the enemy.

	Pts	Str	AP	Notes
Lance Strike	70	10	1	Ordnance blast
Melta Torpedo	80	8	3	Ordnance blast; 2D6 armour penetration
Barrage Bomb	60	6	4	Ordnance blast

Options: Select a strike from the types available above.

SPECIAL RULES

Plotting: The orbital strike must be keyed to a specific piece of terrain at the start of the battle. Make a note of the plotted target before forces are deployed but after deployment zones have been determined.

Timing: An orbital strike will always use the Reserve special rule, even in missions where reserves are not allowed. Once the Orbital strike is available it lands in each Shooting phase of the Space Marine players turns thereafter. The Space Marine player can opt not to roll for the onset of the orbital strike if he wishes, but once the roll has been passed, the orbital strike will continue each turn until the end of the game – you can delay a strike, but once started, it doesn't stop.

Placement: The Blast marker for the strike can be placed anywhere within the specified terrain piece.

(In)accuracy: Even for ships in low orbit, precision fire is extremely difficult. An orbital strike scatters just like an ordnance weapon but if a miss is rolled, the distance scattered is double the number score on the D6. If a hit is rolled, the template deviates by the distance shown on the dice in the direction indicated by the arrow on the 'Hit' symbol.

Ordnance Barrage: All orbital strikes count as ordnance barrages for the purposes of Pinning tests.

OR

0-1 Imperial Navy Air Support – Heavy Support choice

During combined operations with other Imperial Forces, the Damocles allows a Space Marine commander to co-ordinate his attacks with Imperial Navy aircraft operating in the area. Using a Damocles, he can call upon aircraft to give the Space Marines close air support.

The close air support consists of one of the following aircraft: Lightning, Thunderbolt or Vulture. See the IA Volume 1: Imperial Guard and Imperial Navy, for full details and points costs for these aircraft.

LAND RAIDER

Without doubt the pre-eminent battle tank of the 41st millennium is the Land Raider. Its STC design pre-dates the Imperium by many thousands of years, but after the Age of Strife its design was lost, until it was rediscovered by legendary Techno-Archaeologist Arkhan Land.

History

Legend has it that the Land Raider (originally known as Land's Raider) was rediscovered at the very dawn of the Imperium. It was during Techno-archaeologist Arkhan Land's great expedition into the Libraries Omnis on Mars. The main aim of Land's expedition into the labyrinth catacombs of Mars was to find functioning STC databases. In this he failed, but two other discoveries were made which revolutionised technical thinking for millennia to come. The first was a near complete dataslab image of STC information about a heavily armoured battle tank. The second unearthed information on rare anti-gravitic plates, and theories on their uses, which eventually led to the construction of the first 'Land's Speeder'. Land would later be killed on his second expedition, the victim of a psychic entity, which destroyed his entire party. What secrets of the Dark Ages died with him remain a mystery.

As the new Emperor's fleets took to the stars in the Great Crusade it is thought that they carried with them the first combat-ready Land Raiders. At that time all human forces were equipped with Land Raiders, and with this awesome war machine at their command they conquered world after world, until the Emperor's Imperium of Man spanned the galaxy.

Such was the demand for Land Raiders during the Great Crusade that an entire forge world was founded just to manufacture them. Anvilus 9 supplied thousands upon thousands of vehicles to Mankind's forces.

But the Great Crusade ended in disaster, as the Warmaster Horus rebelled against the Emperor and bloody civil war engulfed the Imperium. Anvilus 9 was captured by renegade Tech-Priests aligned with Horus. Other forge worlds seceded from the Imperium rather than join the fighting, and overnight the Imperium's supply of Land Raiders was reduced to a trickle. It was a severe blow, the Land Raider was one of the few vehicles which could (when deployed in sufficient numbers) destroy enemy Titans.

With Horus' forces advancing on Terra itself and threatening ultimate victory, the Emperor decreed that all remaining Land Raiders still in loyal service should be recalled and the Adeptus Astartes, his favoured Space Marines who stood at the fore front of Terra's defence, be given exclusive use of the powerful tanks.

The Imperium was saved when the Emperor defeated Horus in single combat but, terribly wounded, he was placed in the Golden Throne, never to speak again. After his 'ascension' no one dared to change the Emperor's decree. The Land Raider has remained a vehicle exclusively used by Space Marine Chapters for the past 10,000 years.

Service Record

Perhaps no other vehicle symbolises the renown, loyalty and long history of the Space Marine Chapters more than the Land Raider. The Land Raider rumbling forwards, weapons blazing, disgorging power armoured Space Marines into the assault is the definitive image people carry in their minds of the legendary 'Angels of Death'. The Land Raider has earned this reputation through 10,000 years of battle, and it is well deserved.

The Land Raider has served in every major Space Marine campaign since the defence of the Emperor's Palace. Famous incidents of Land Raiders in battle are thousand-fold. Several of the more famous accounts include the Red Talon's Land Raider 'Eagle's Claw' which was engaged against traitor forces during the battle of Amion. In a solo rampage the Eagle's Claw was responsible for the destruction of rebel supply bases and engaged retreating enemy units, causing such destruction to vital stockpiles that the enemy defences quickly faltered when the Imperial Guard attacked.

Another famous engagement was the attack on Heat Sink 871 by the Land Raiders of the Iron Hands Chapter. Commander Sien, in his Land Raider 'Cestus', led five vehicles against rebel forces, and endured 132 hits in the process of capturing the heat sinks.

Notable Features

The Land Raider is arguably the most advanced tank still in service with Imperial forces. It contains many special and complex systems. Hermetically sealed, a Land Raider can operate in just about any environment, from hard vacuum to underwater, up to a depth of over 35 metres.

Every Land Raider contains a machine-spirit. In the Phobos pattern vehicle this is an M32 'Cyclops' class. Alembic shielding, pseudo-synaptic relays and aetheric feed coils give it a cognition speed of 30,000 co/second. This is extraordinarily high for a vehicle of the Land Raider's size, comparable to that used in a Warhound and even some Reaver Titans.

The primary power is provided by a Mars pattern adaptable thermic combustor reaction engine. Situated at the rear of the vehicle, the power supply is cooled using nitro-ammonium, and protected from malfunction and daemonic possession by purity seals and Adeptus Mechanicus manufacturing sigils. This reactor provides power to all internal systems and to the main drive wheels through the vehicle's transmission. A Land Raider is capable of a top road speed of 55 kph.

A famous feature of the Land Raider is the consecrated 'aquila' track link. A spiritually symbolic addition, the thirteenth track link – represents the Emperor himself. Twelve links for the twelve High Lords of the Imperium and the thirteenth as the Emperor at their head. During Space Marine operations a planet's surface is thereby stamped with the symbol of the Emperor.

Each Land Raider also contains command and control equipment. Individual squad status screens allow a commander to observe his unit's bio-status readouts. These are relayed through the vehicle's communication dish. There is also a holographic tactical display, and direct interfaces to the Cyclops. These provide the vehicle commander with access to all the battlefield information he needs, and makes a Land Raider a command and control hub as well as a front line fighting vehicle and squad transport.

Other features of the Land Raider include atmospheric sampling equipment, rad-counter, air filtration and purification unit, multi-spectral optic periscopes around the turret rings, gene-coded controls for security purposes and slaved remote targeting systems to control the sponson weapons.

Construction

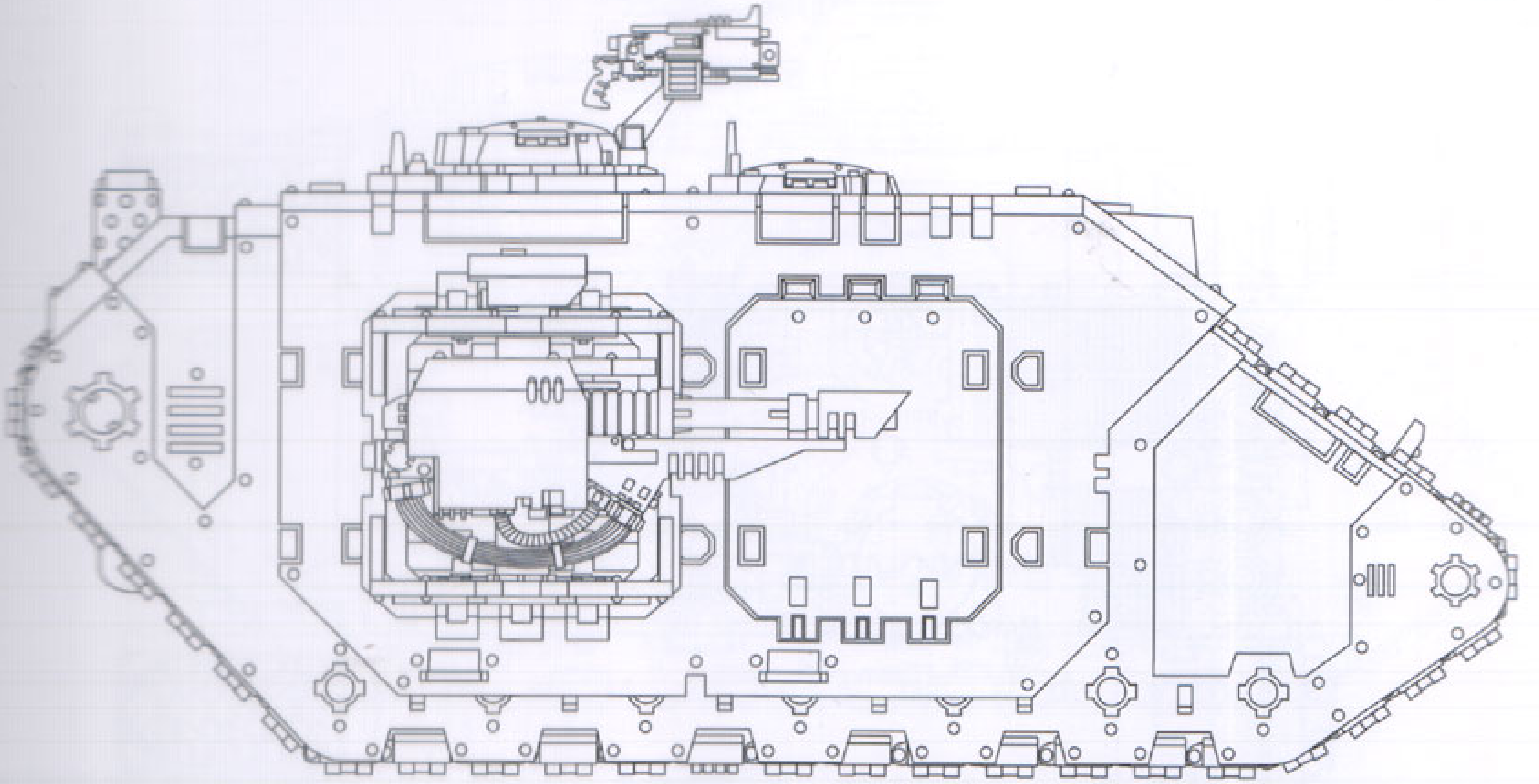
The Land Raider's armour plating represents the very peak of the Adeptus Mechanicus knowledge and similar techniques are utilised on other vehicles, such as the main armour plating on Titans. The STC design means locally available materials can be used to replace the advanced alloys, but all Space Marine Chapter forges are capable of manufacturing the materials needed to produce Land Raiders.

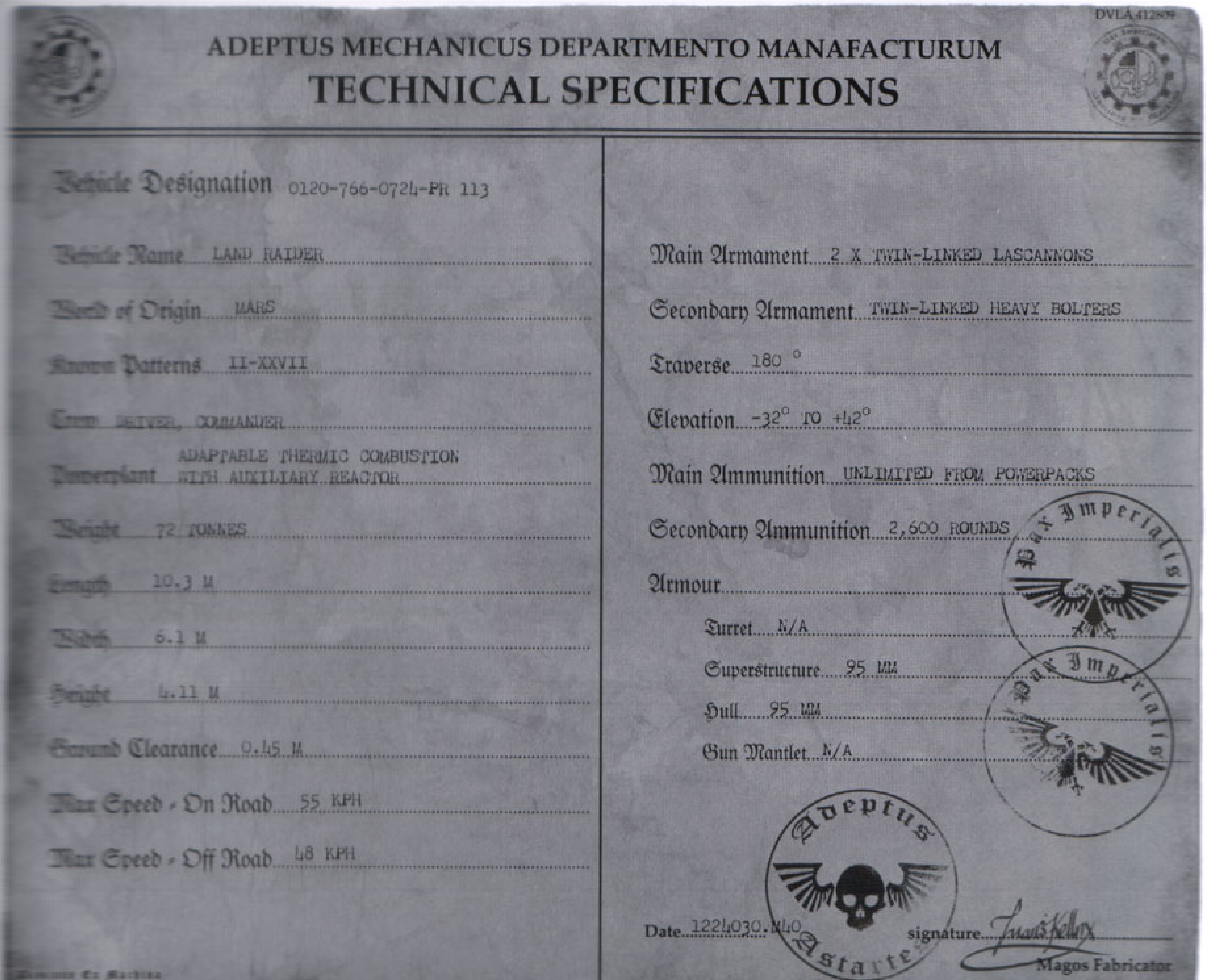
The inner armoured layer and structural supports are constructed of adamantium. Above this is a titanium/plasteel composite rolled plate. This is used to reinforce the locations on the vehicle that are most exposed to enemy fire, such as the assault ram, front glacis, outer hatch doors and hull side. Next is a thermo-plas fibre mesh followed by the first of two ceramite layers. The first is designed for energy absorption and dissapation, an effective defence against high energy laser weaponry. The second is an ablative layer, the vehicle's first line of defences against extreme heat and melta weapons. The construction of this composite armour involves bonding the layers in huge high pressure cookers, where extreme heat and pressure are applied to the various layers to form the complete whole. The front armour is 98mm thick, put provides protection equivalent to approximately 300mm of conventional steel.

The Land Enigma

Disciples of venerated Techno-archaeologist Arkhan Land, discoverer of Land's Raider and Land's Speeder STC, form their own sub-cult within the Adeptus Mechanicus. called Landites or Landists. They continue their founder's work and research the many potential STC variants of Land's discoveries. Their work has led to many innovations, such as the Prometheus and Helios Land Raider variants. The inner circle of the Landist cult, which contains some very senior Adeptus Mechanicus artisans are rumoured to have evidence of a new vehicle, but to be keeping their discovery a secret. The cult's esoteric research has revealed that once, during the Great Crusade, there was an armoured vehicle which was heavier that the Predator, but lighter than the heavy assault transport of the Land Raider. Others within the Adeptus Mechanicus hierarchy dispute this, and in M.39 several members of the Landist cult were arrested for techno-heresy and condemned to Arco-flagellation for their crimes. Ever since the Landist have been highly secretive about their work. They believe that within the very blueprints of the Land Raider exist system compatibilities and redundancies, down to a microscopic level, that could help reconstruct the missing tank. Many Techpriest disciples of Land have become obsessed with this work, but it seems ultimate success has continually eluded them, and the mythical missing tank remains an enigma to this day.

Phobos pattern MkV Land Raider





DVLA 412809

ADEPTUS MECHANICUS DEPARTMENTO MANAFACTURUM

TECHNICAL SPECIFICATIONS

Vehicle Designation 0120-766-0724-PR 113

Vehicle Name LAND RAIDER

World of Origin MARS

Known Patterns II-XXVII

Crew DRIVER, COMMANDER

Powerplant ADAPTABLE THERMIC COMBUSTION WITH AUXILIARY REACTOR

Weight 72 TONNES

Length 10.3 M

Width 6.1 M

Height 4.11 M

Ground Clearance 0.45 M

Max Speed - On Road 55 KPH

Max Speed - Off Road 48 KPH

Main Armament 2 X TWIN-LINKED LASCANNONS

Secondary Armament TWIN-LINKED HEAVY BOLTERS

Traverse 180 °

Elevation -32° TO +42°

Main Ammunition UNLIMITED FROM POWERPACKS

Secondary Ammunition 2,600 ROUNDS

Armour

Turret N/A

Superstructure 95 MM

Hull 95 MM

Gun Mantlet N/A

Pax Imperialis

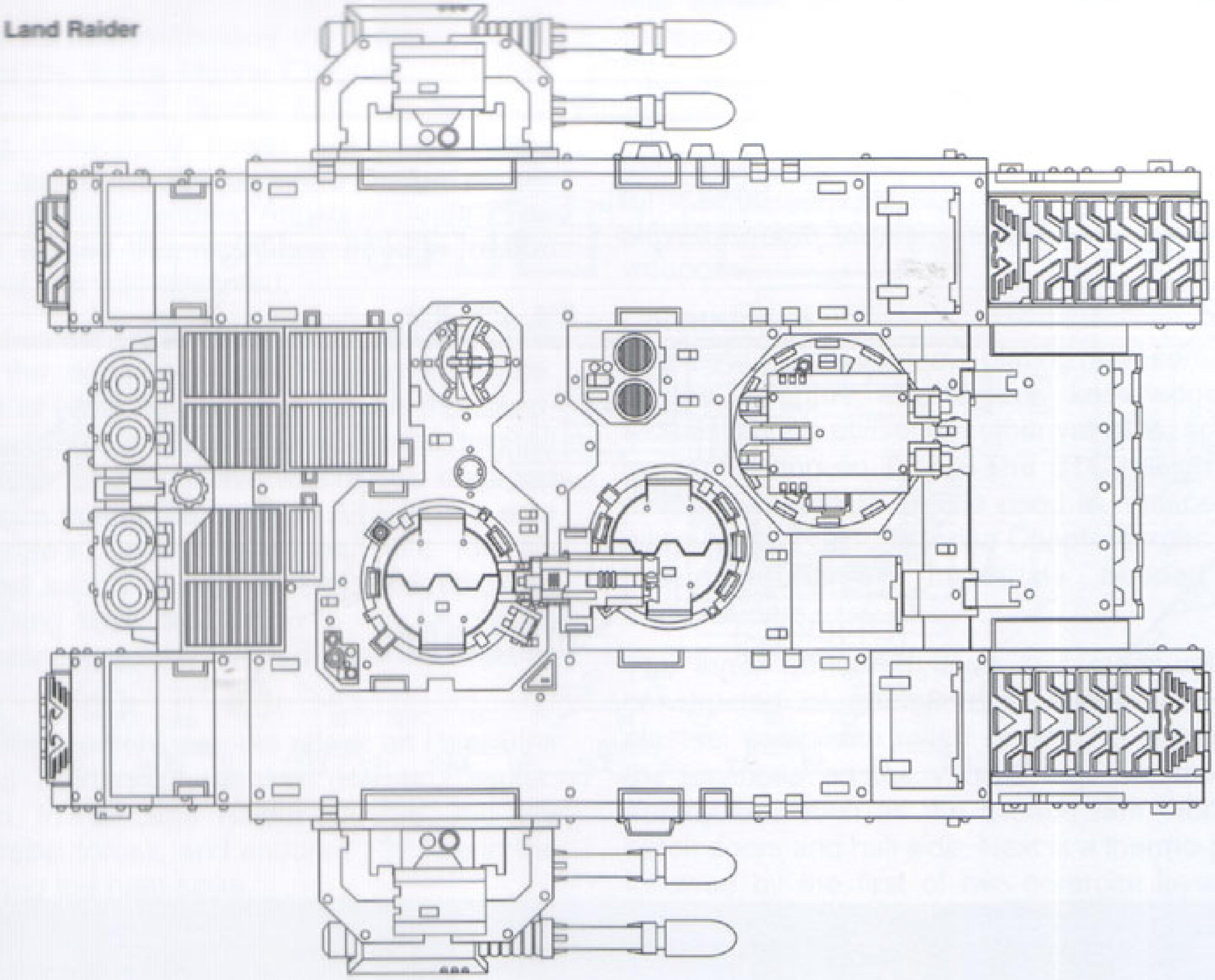
Adeptus Astartes

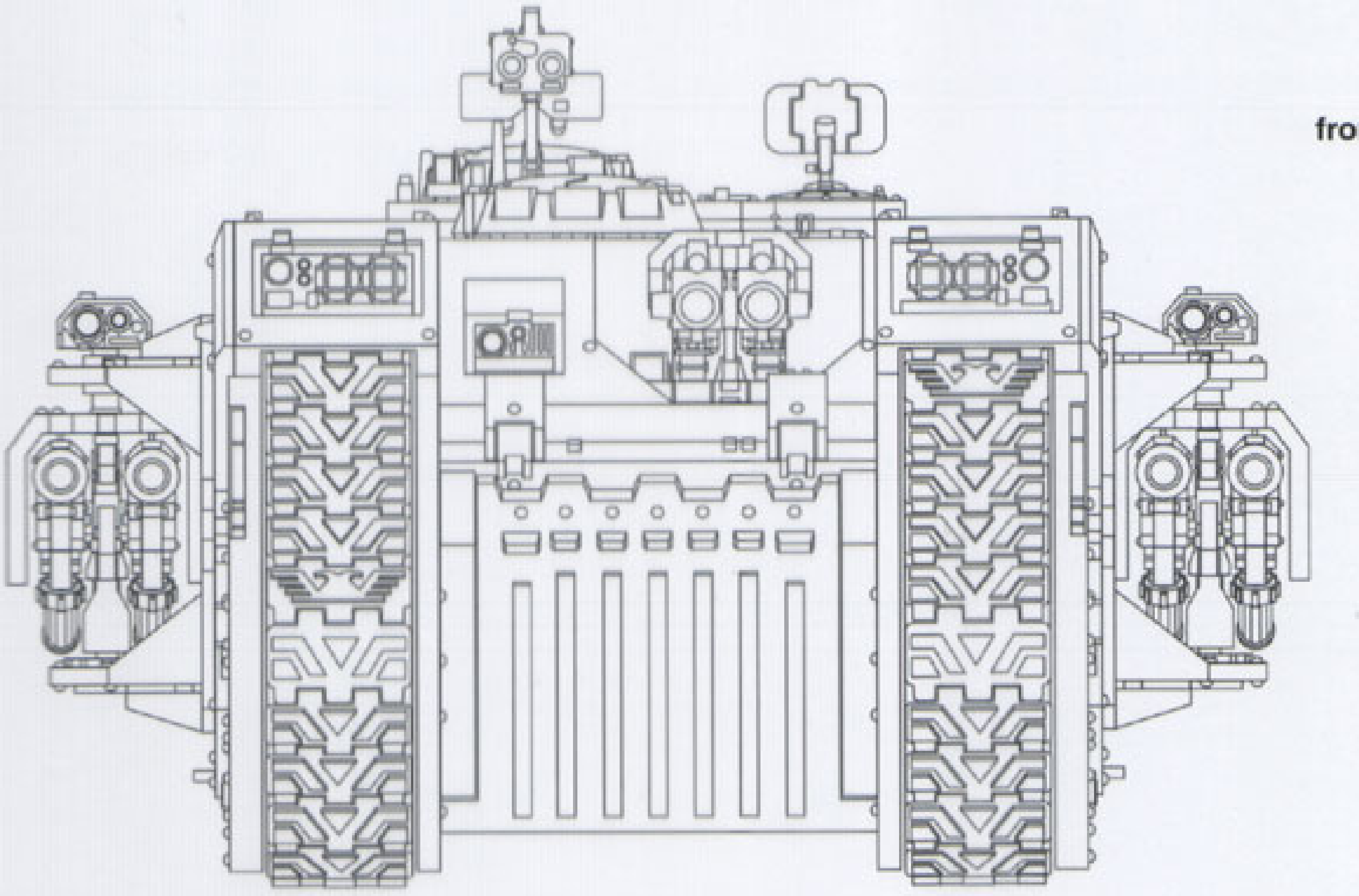
Date 1224030.M40 signature

Magos Fabricator

[illegible] Ex Machina

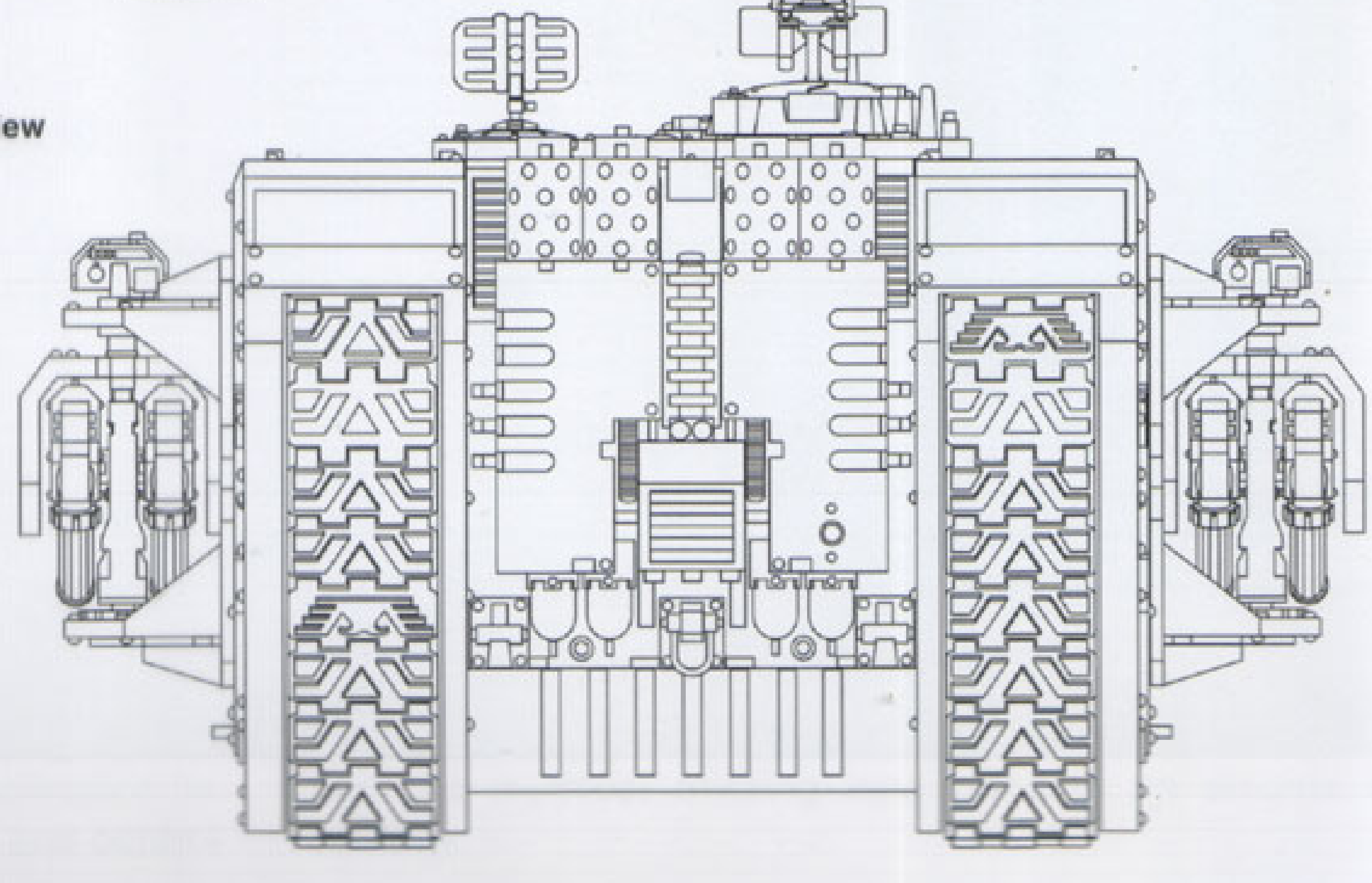
Phobos pattern MkV Land Raider
top view



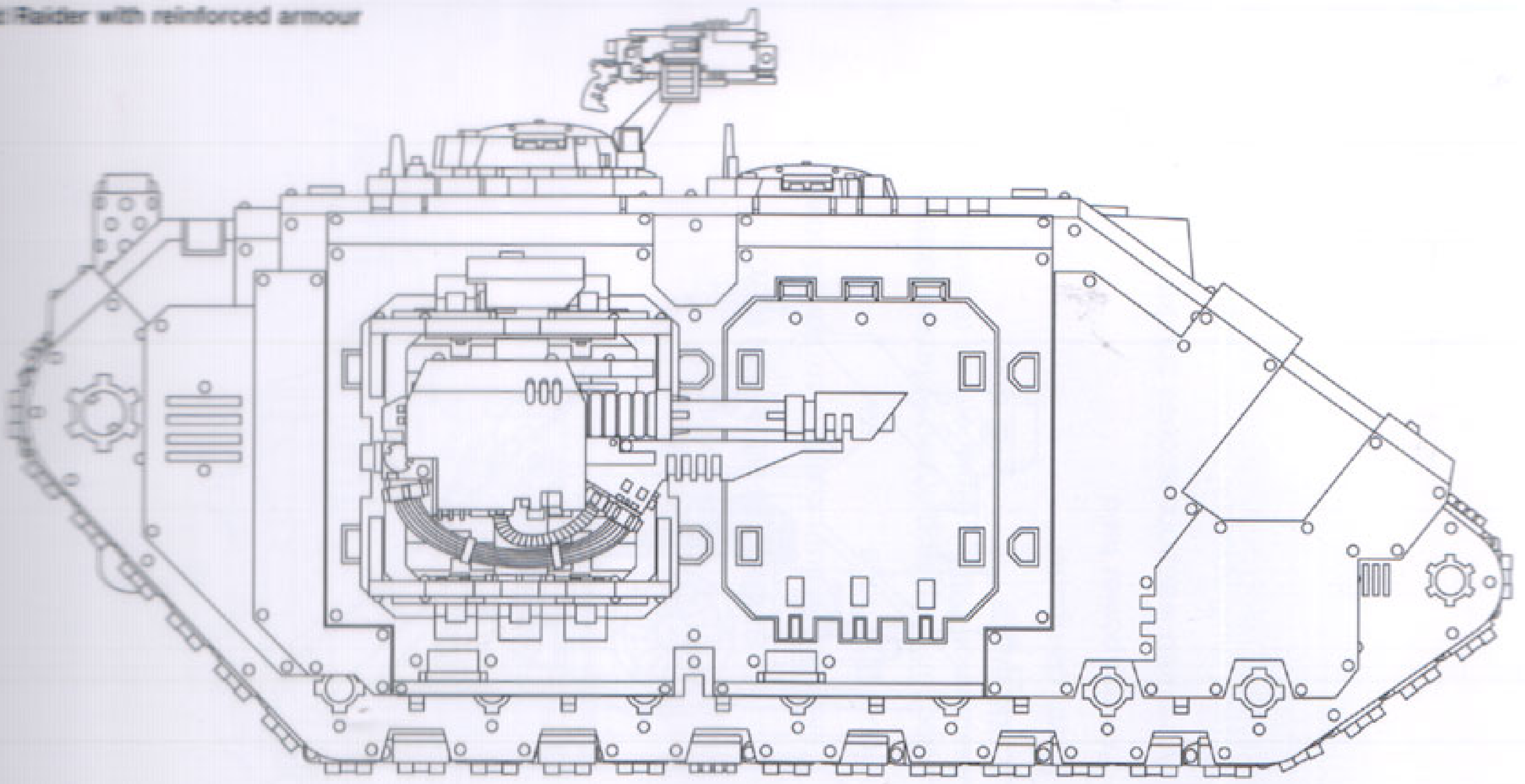


front view

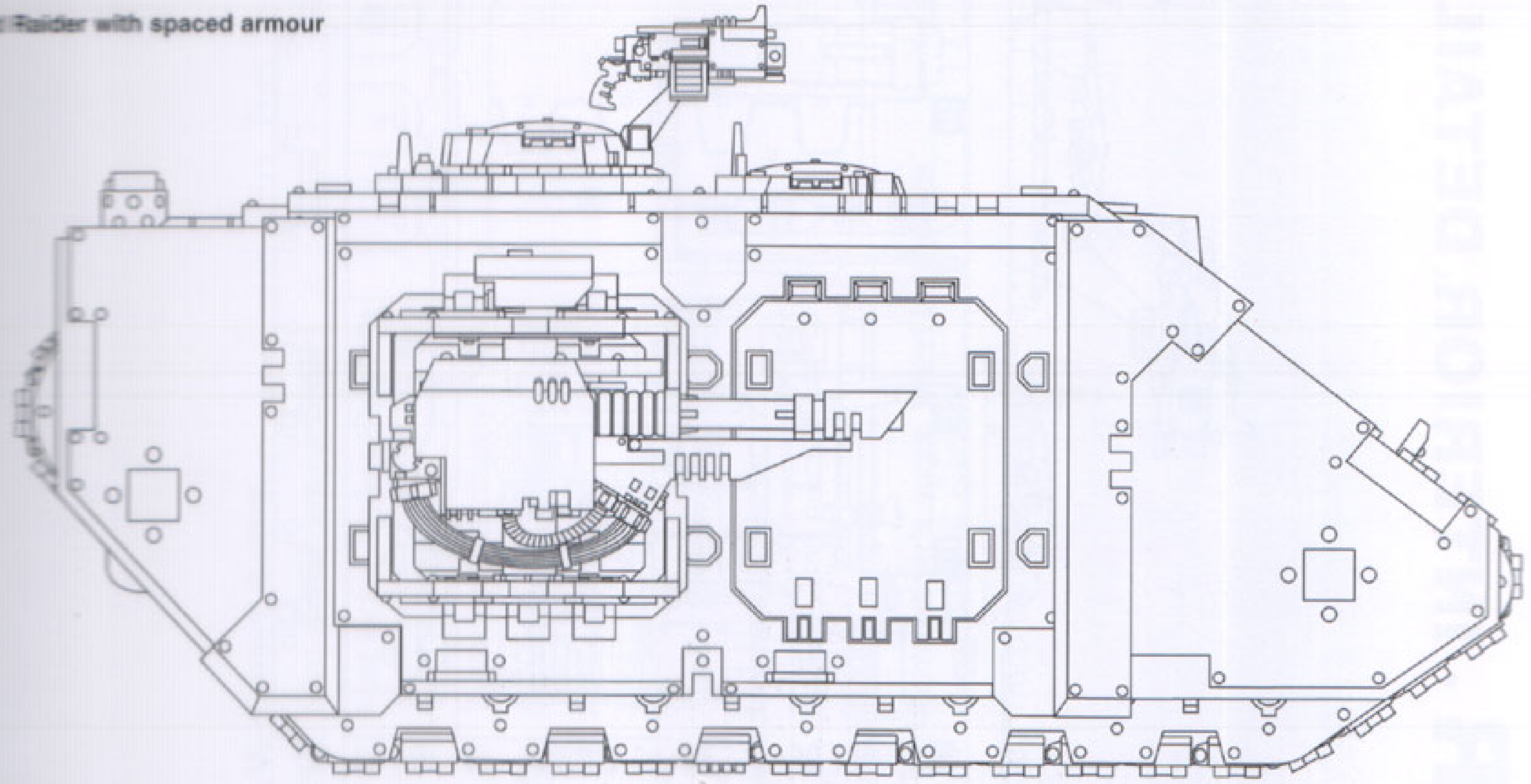
rear view



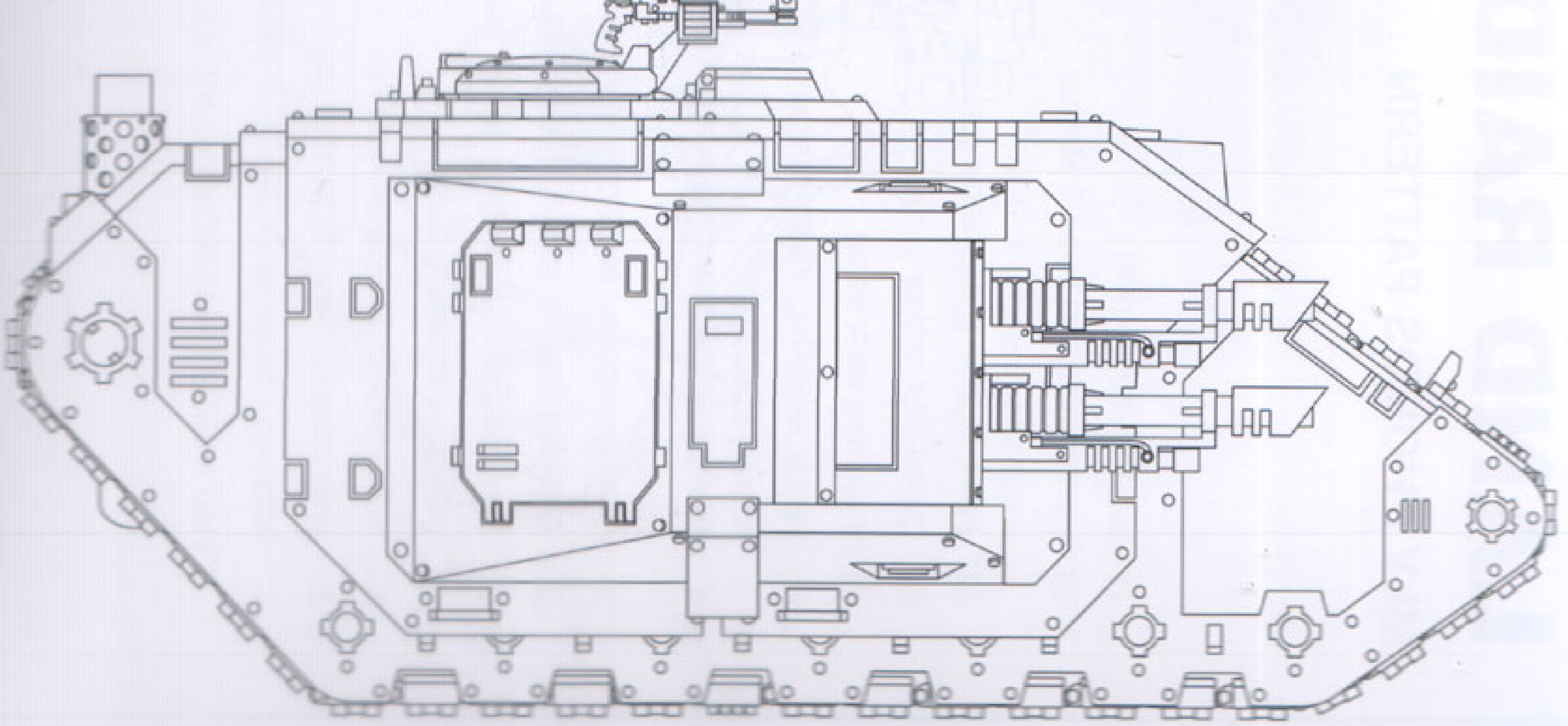
[illegible] Land Raider with reinforced armour



[illegible] Land Raider with spaced armour

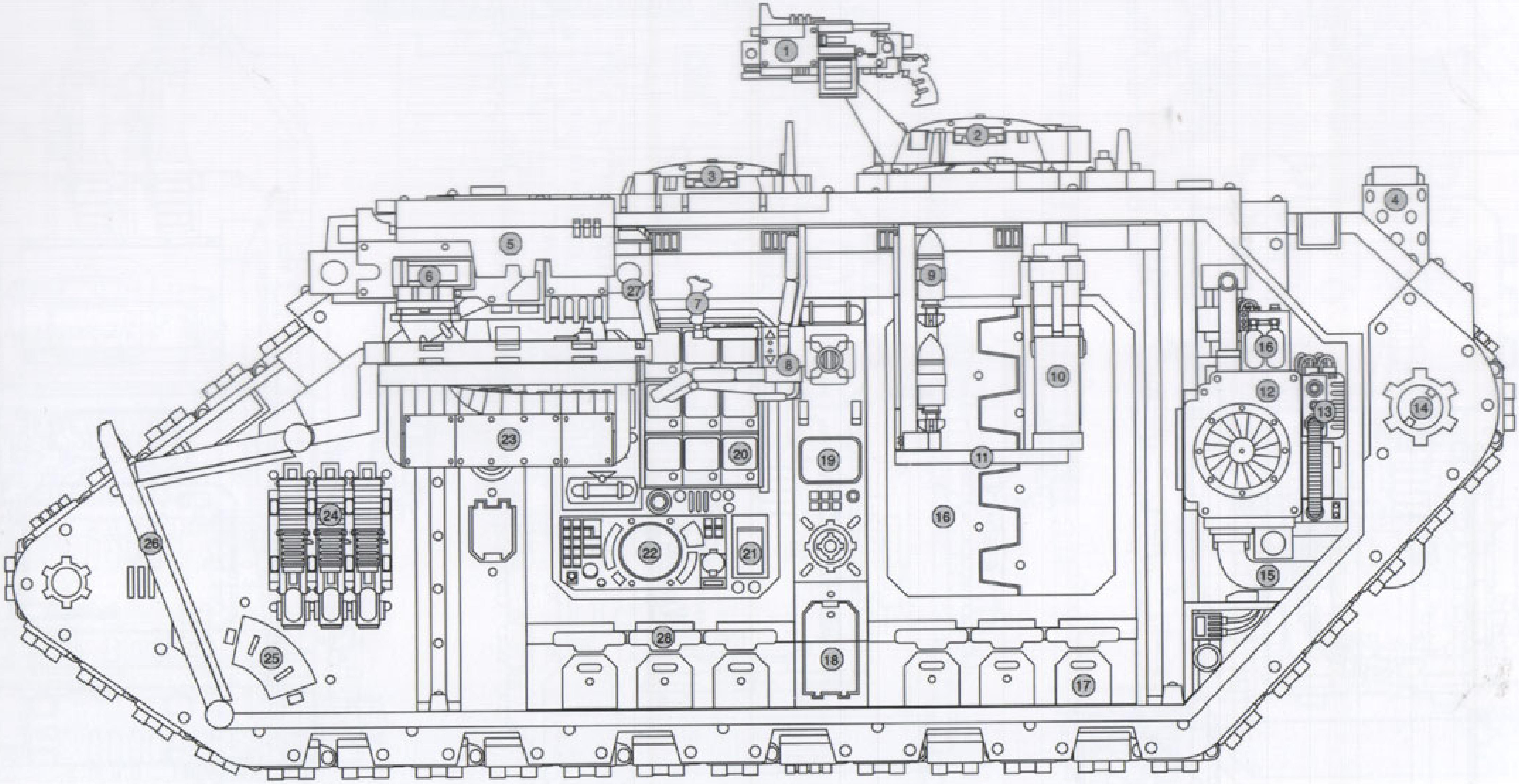


[illegible] Land Raider



LAND RAIDER - INTERIOR DETAIL

MkV PHOBOS PATTERN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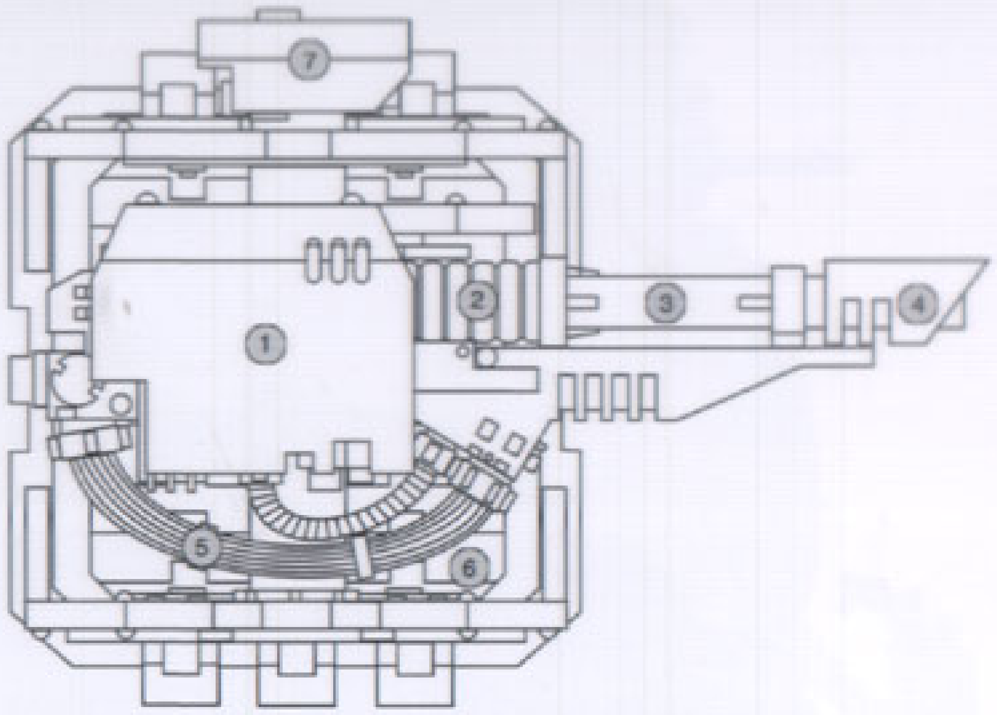
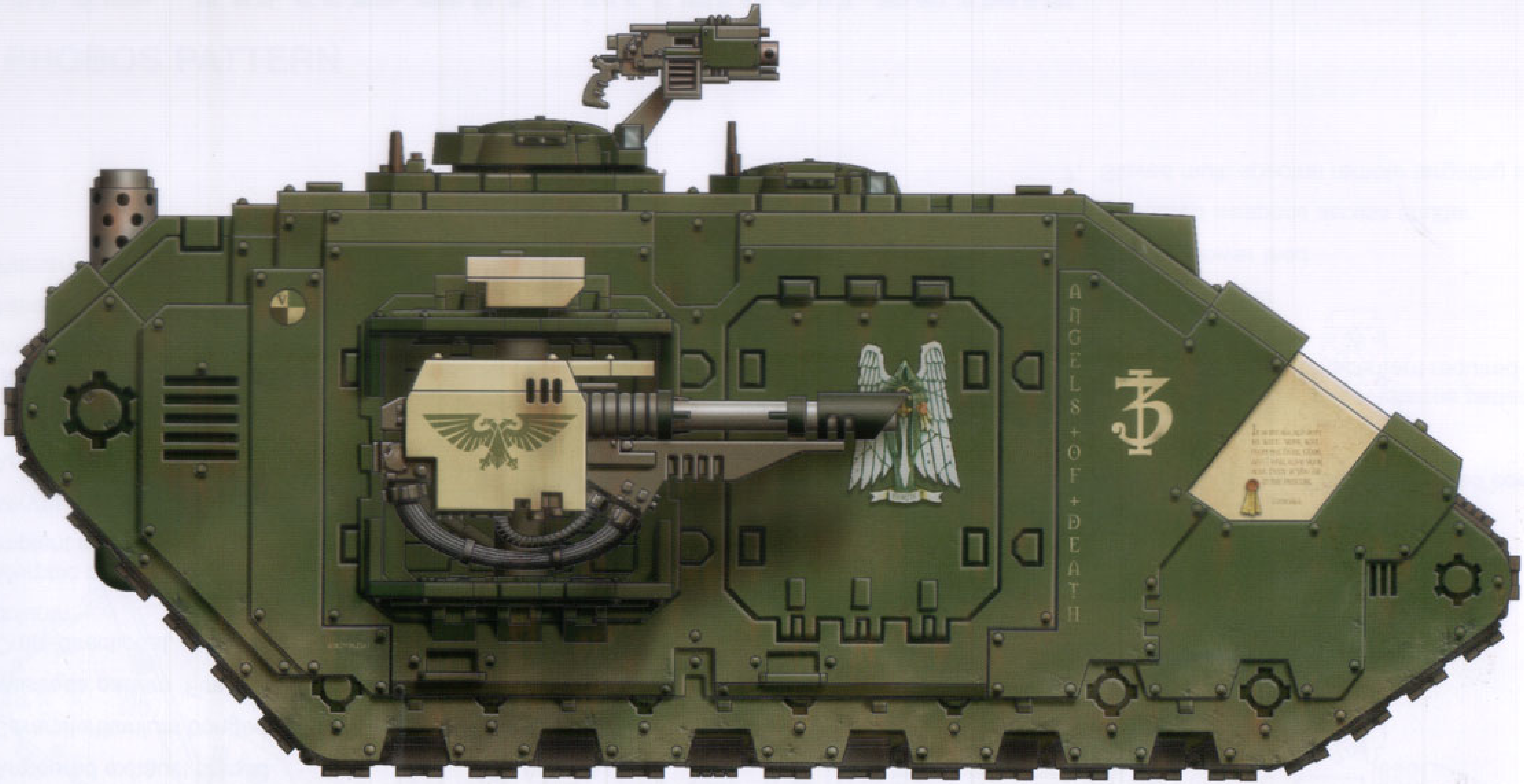
LAND RAIDER INTERIOR DETAIL KEY

1. M33 MkIV pintle-mounted storm bolter
2. Auto sealing crewman's hatch
3. Auto sealing commander's hatch
4. Armoured exhaust shroud
5. Ceramite/titanium bonded armour cowl
6. Massada pattern 'Firefury' heavy bolters
7. Omni-directional, gene-coded, control column
8. Morphic commander's seat with spinal implant interface
9. MkVIII 'Avenger' hunter-killer missile
10. Armoured door hatch
11. Crewman's cupola cradle
12. 'Mars' pattern B adaptable thermic combustor reaction engine
13. Nitro-ammunium cooling system
14. Primary drive wheel
15. Exhaust ducting
16. Nitro-ammonium cannisters
17. Foot locker stowage bin
18. Access panel
19. System status display
20. Squad status displays
21. Auto-tarot reader
22. Tactical holo-sphere
23. Armoured heavy bolter magazine
24. Magnetic bolter rack
25. Assault ramp mechanism
26. Assault ramp
27. Commander's augur, linked to 'Cyclops' class machine spirit
28. Troop transport seating

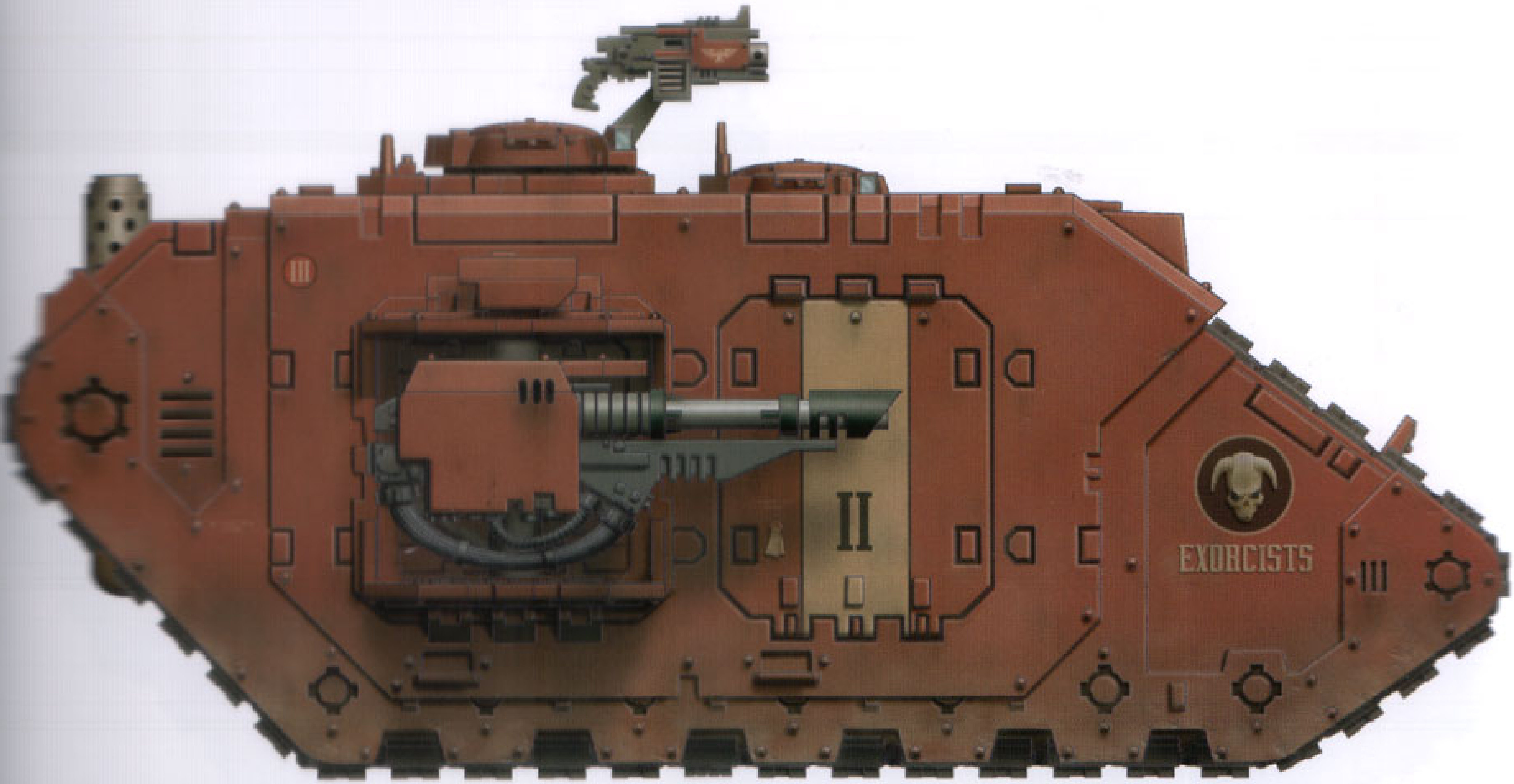


SPONSON WEAPON KEY

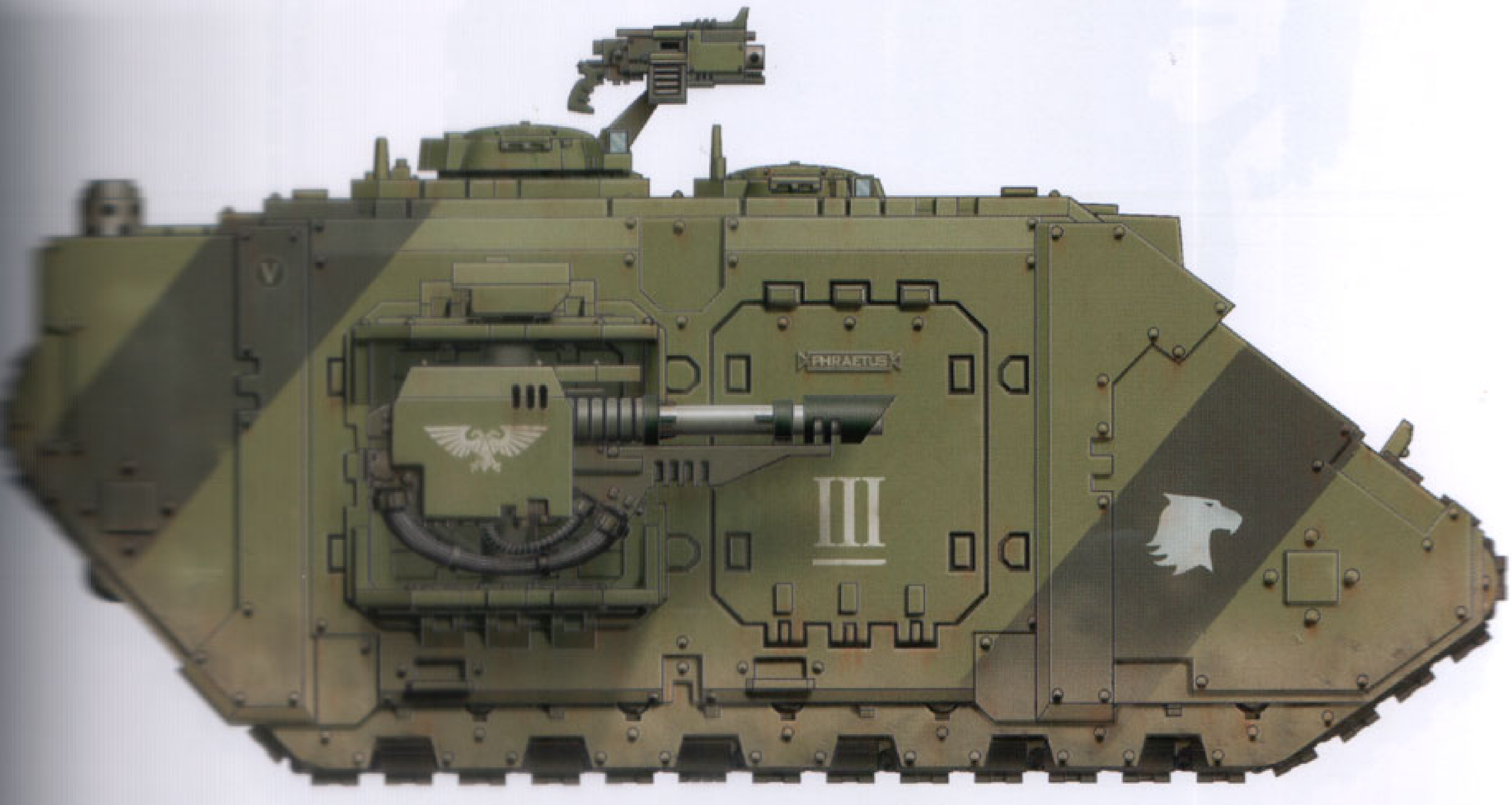
1. Ceramite/titanium bonded armoured cowl
2. Focussing rings
3. 'Godhammer' twin-linked Astartes pattern lascannon barrel, replacement required every 2,000 firings
4. Flash dampener
5. Primary power feed
6. Armoured weapons access shutter
7. Slaved multi-spectral remote targeting surveyor



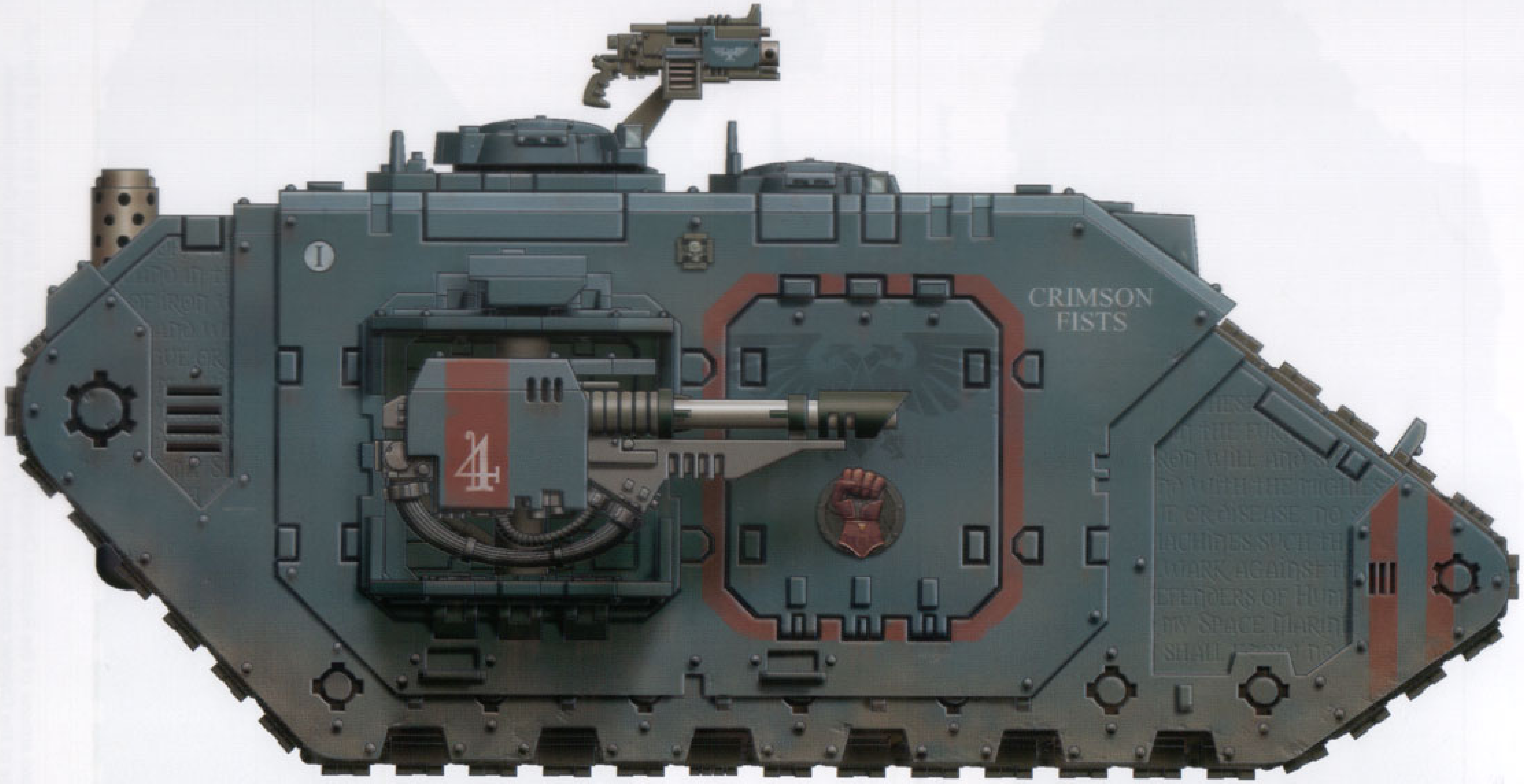
MKV Land Raider with reinforced armour of the Dark Angels Chapter. The armoury's third vehicle, currently bearing the badge of fifth company. Piscina Campaign.



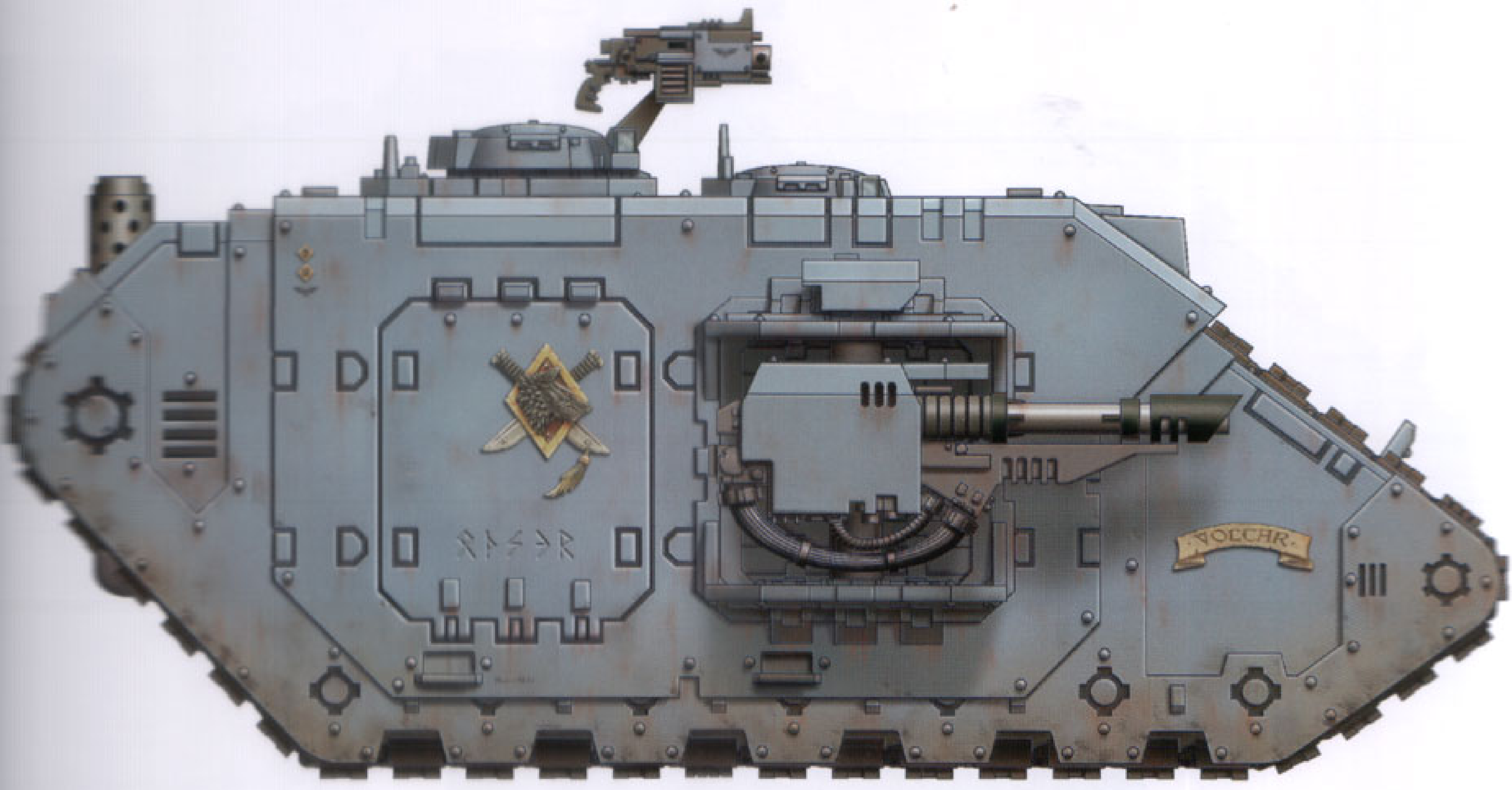
MkV Land Raider of the Exorcists Chapter. Note the third company badge on the rear of the hull.
This the second vehicle of the Chapter armoury deployed during the Aschen War.



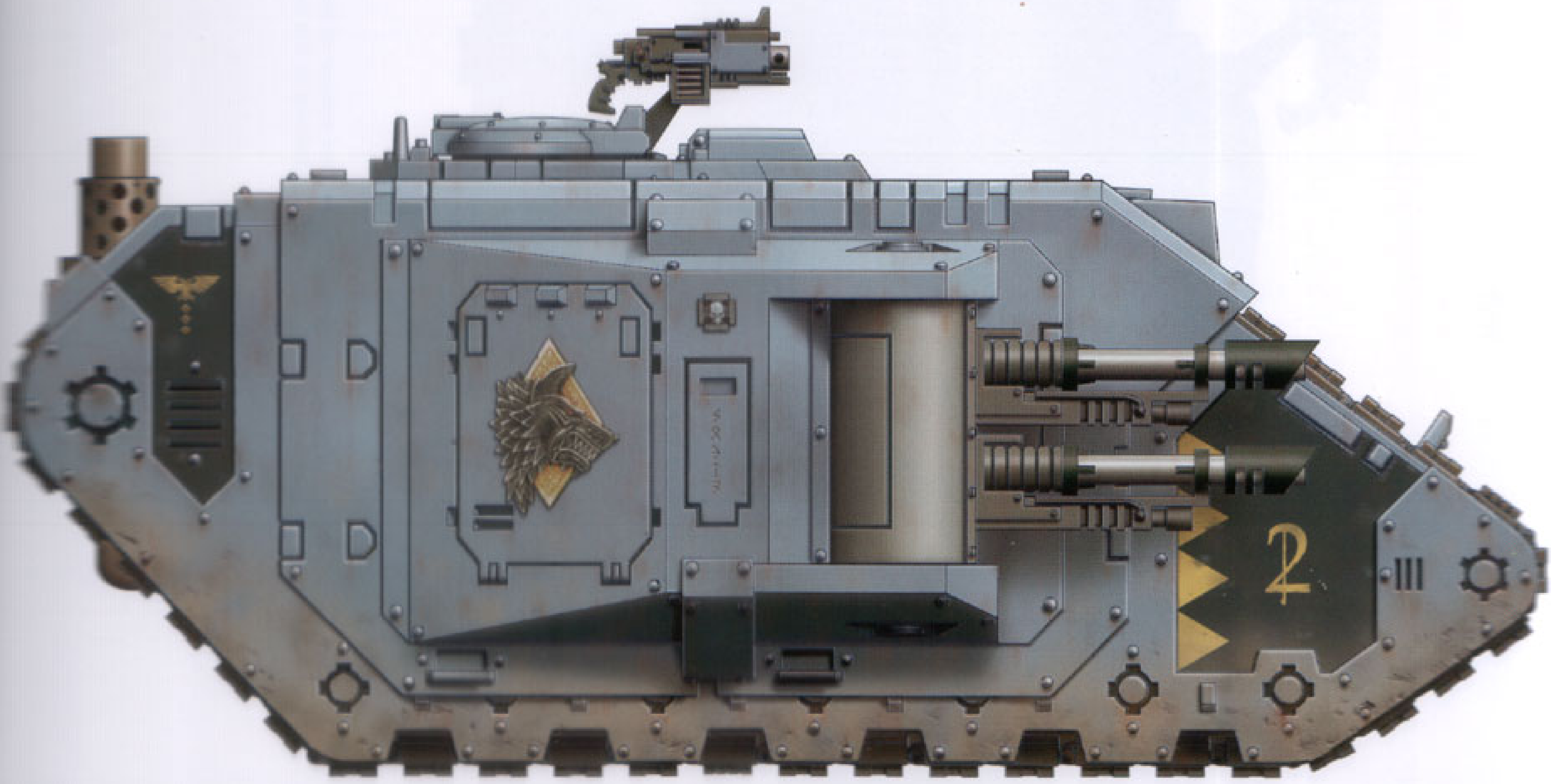
MkV Land Raider with spaced armour of the Raptors Chapter. Note the fifth company badge on the rear of the hull.
This is the third vehicle of the Chapter armoury, named 'Phraetus', deployed during the Origo Blockade.



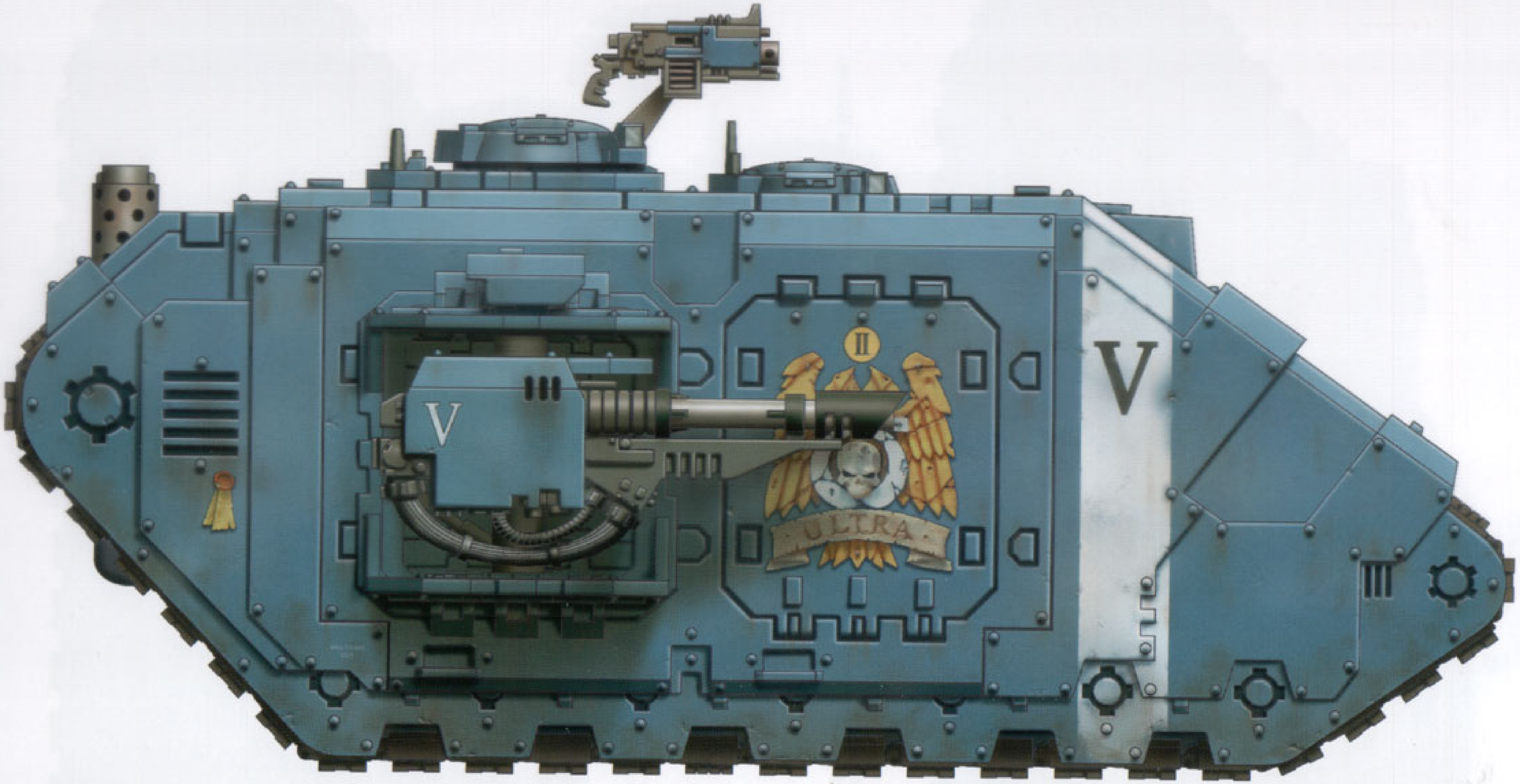
Land Raider of the Crimson Fists Chapter. Fourth vehicle of the Chapter's first company.
This vehicle was destroyed during the Ork invasion of Rynn's World.



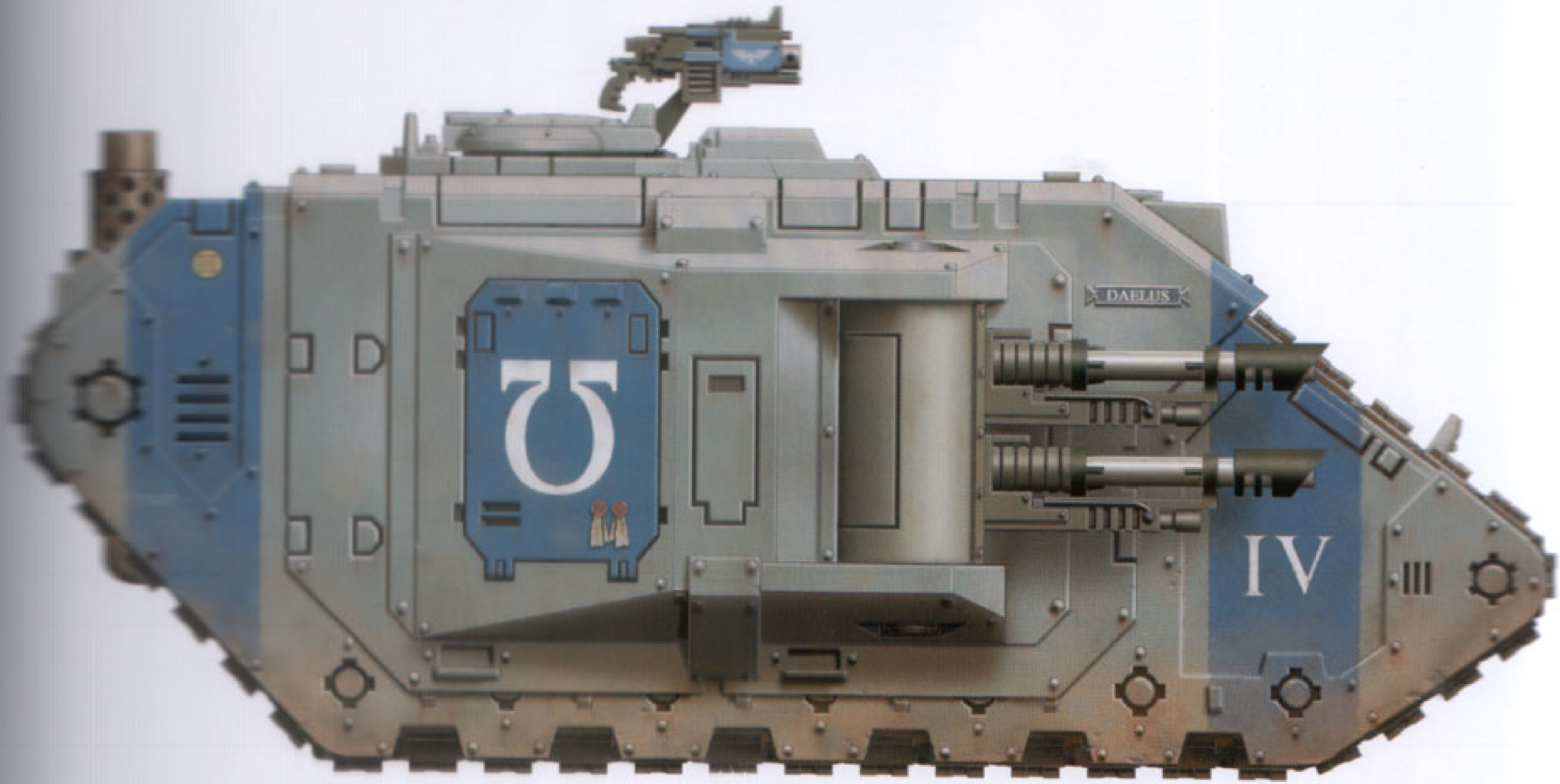
Land Raider of the Space Wolves Chapter, bearing the name 'Voltar'.
Identification of the Great Company is difficult, as the wolf's head symbol is revered by all Space Wolves, not just Ragnar Blackmane's company.



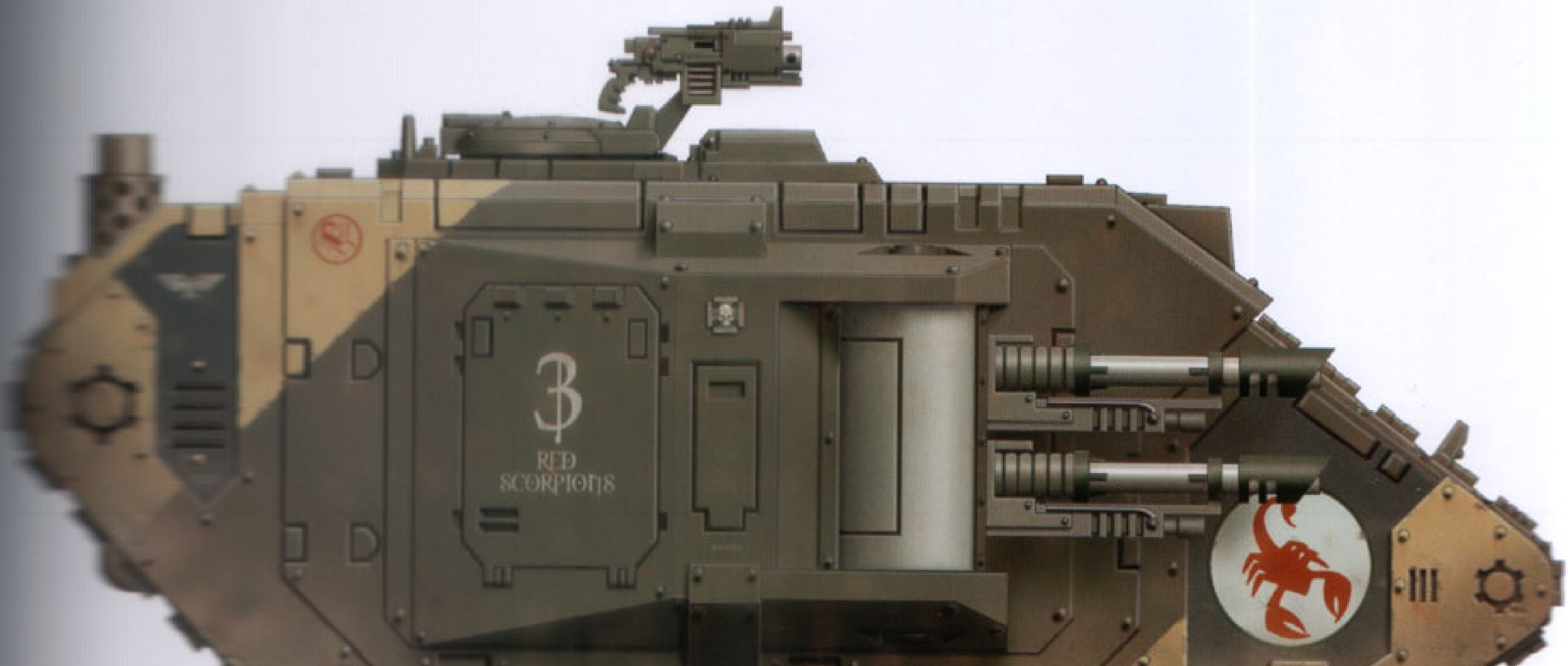
MkIIb Land Raider of the Space Wolves Chapter. Second vehicle of Ragnar Blackmane's Great Company.
Note that it bears the Crux Terminatus because it is used as a transport vehicle for Ragnar's Wolf Guard.



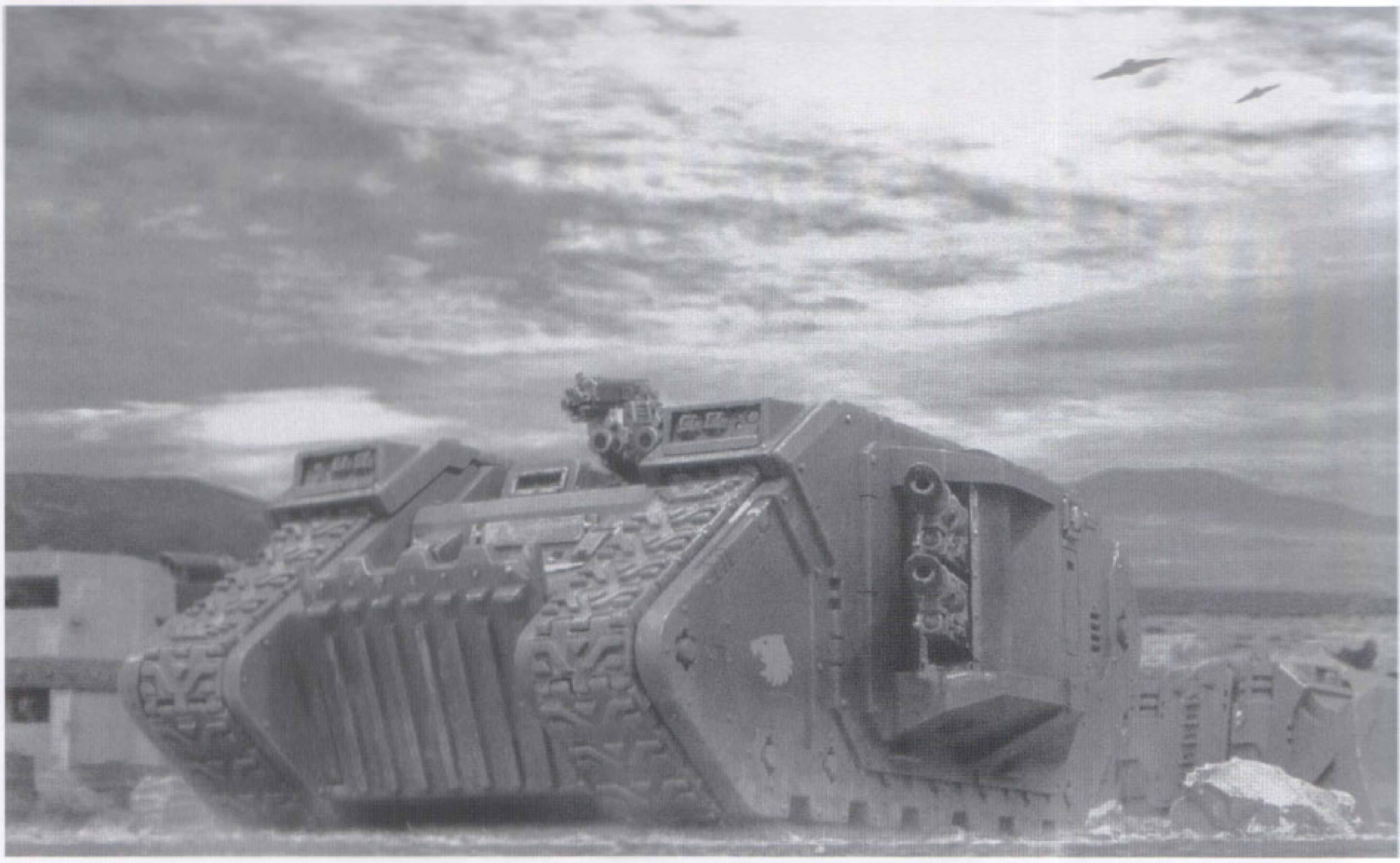
Land Raider with reinforced armour of the Ultramarines Chapter. It is the fifth vehicle of the Chapter armoury, attached to the second company during the Battle of Arconar.

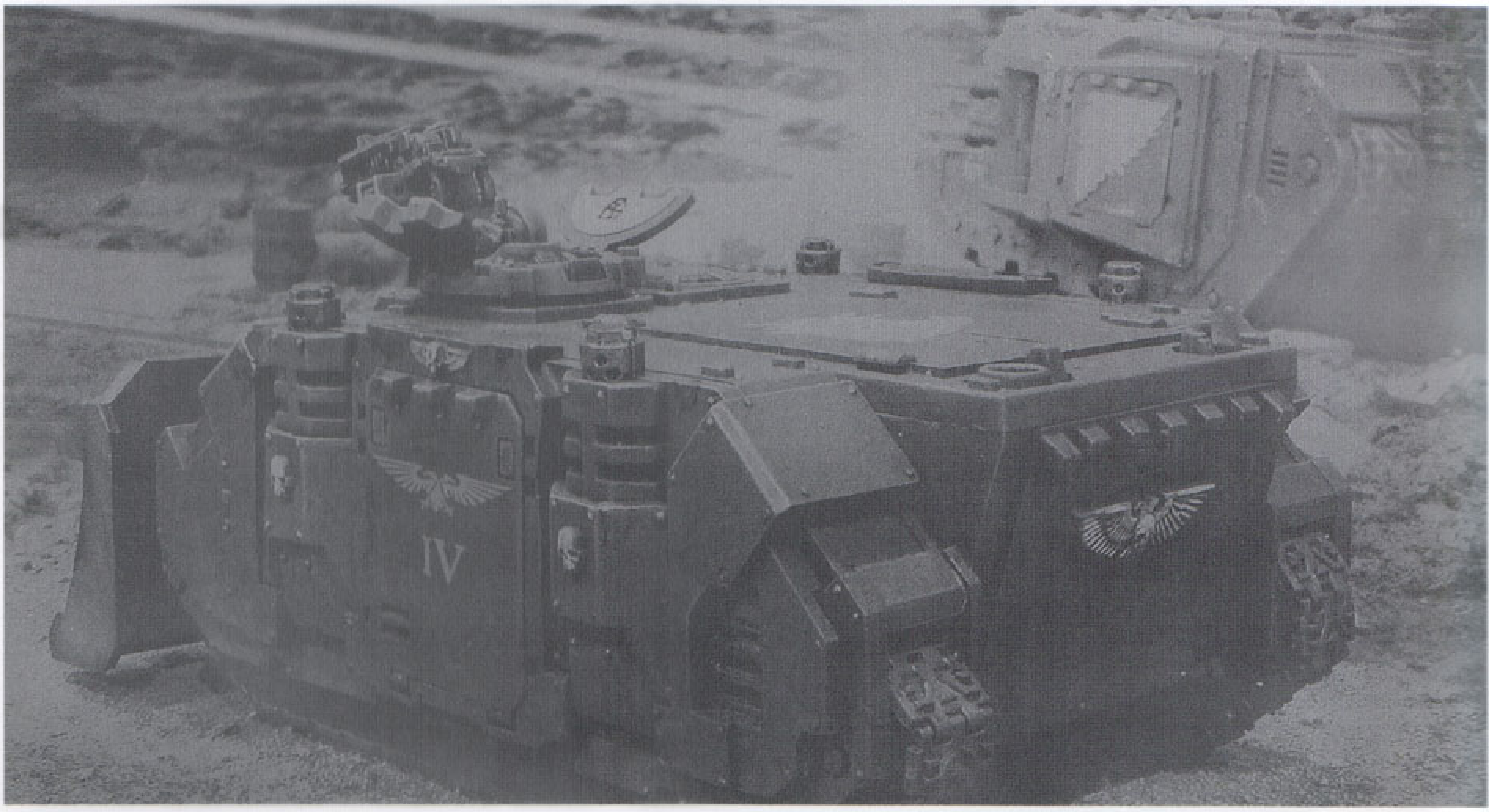


Mkllb Land Raider of the Ultramarines Chapter. It is the fourth vehicle of the Chapter armoury, attached to second company during the Defence of Ichar IV.



Mkllb Land Raider of the Red Scorpions Chapter. It is the third vehicle of the Chapter armoury. It bears the Crux Terminatus, indicating it is commonly used as a Terminators transport vehicle, but it is currently assigned to the second company.





Top: A MkIIa Land Raider of the Raptors Chapter, operating in the deserts of Taros. Note the approaching Marauders bombers in the background.

Above: Land Raiders lead the way! A Land Raider of the Eagle Warriors Chapter opens fire with its sponson weapons during the assault on Kyran's Pass.

Opposite Top: A small armoured task force consisting of a Land Raider, Predator Destructor and a supporting squad in a Rhino from the Raptors Chapter. The Space Marines are adept in the rapid deployment of small combined-arms forces aimed at capturing strategically important objectives.

Opposite: With the smoke of their previous battle still rising in the background, Dark Angels forces, spearheaded by a Land Raider, close on their next objective. Fighting against rebel forces on the third moon of Bellis resulted in the moon's lucrative gem mines being recaptured.

LAND RAIDER

	Points	Front Armour	Side Armour	Rear Armour	BS
Land Raider	250	14	14	14	4

Thought for the day:
Fear not death, for the soul of
the faithful man never dies

Type: Tank

Crew: Space Marines

Weapons: The Land Raider is armed with twin-linked lascannons in each sponson and forward firing twin-linked heavy bolters mounted in the hull.

Options: The Land Raider may be given any of the following from the Space Marine Codex: dozer-blade, extra armour, hunter-killer missile, improved comms, pintle-mounted storm bolter, searchlight, smoke launchers.

The Land Raider's twin-linked heavy bolters may be upgraded to an AA mount for +10 pts.

Transport: The Land Raider can carry up to ten Space Marines. It may not carry Space Marines with jump packs. It may carry up to five Space Marines in Terminator armour.

Transport Option: The Land Raider is a Transport choice for a Space Marine Command squad or Terminator squad.

Heavy Support: The Land Raider is also a Heavy Support choice for a Space Marine army.

Access Points: 3. The Land Raider has two side doors and a front ramp, any of which can be used as access points.

Fire Points: 0

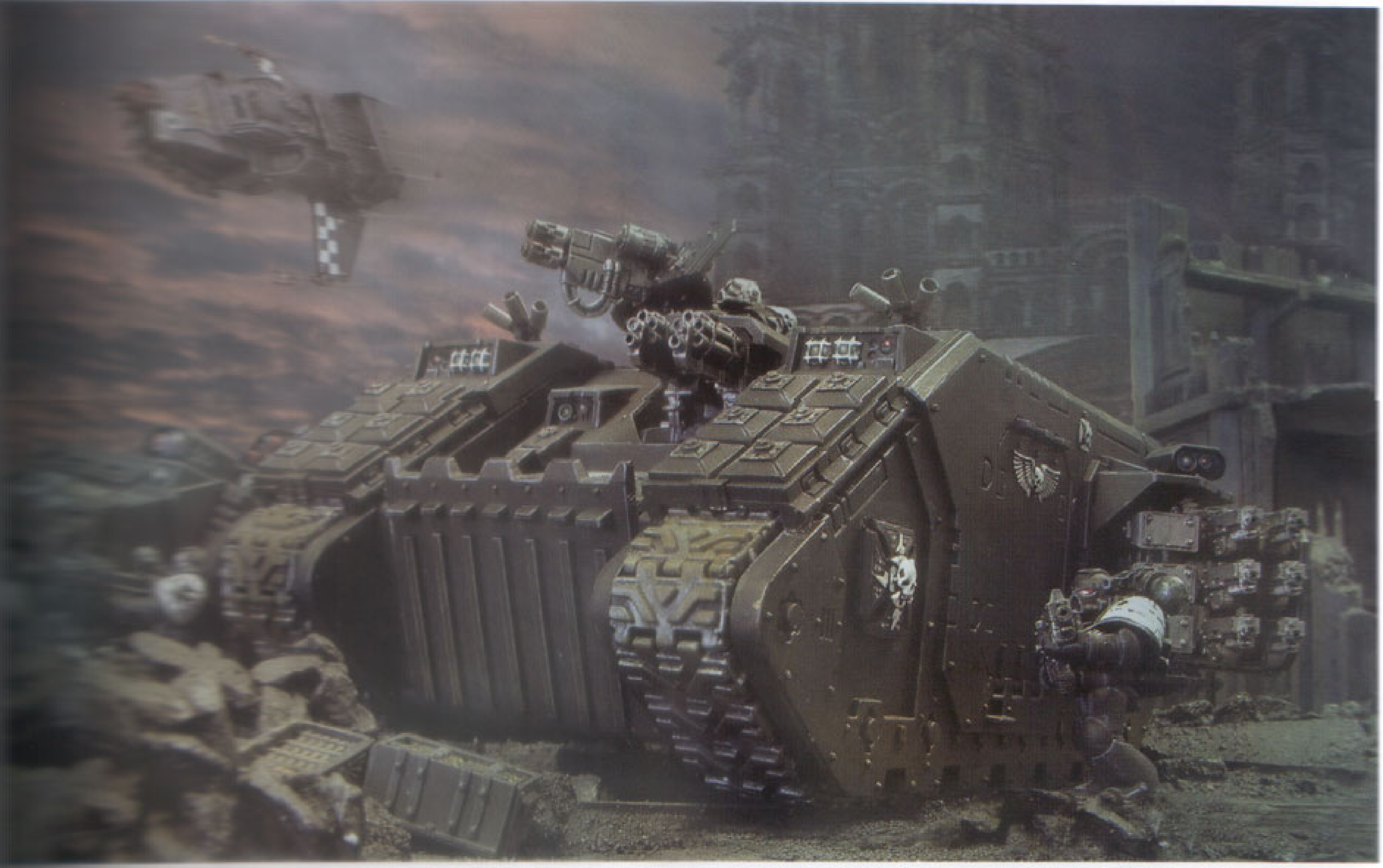
SPECIAL RULES

Fire Control: The Space Marine gunner is assisted in selecting and targeting the enemy by the Machine Spirit. The Land Raider may always fire one additional weapon system to those it would normally be able to fire. This shot may be against a different target to that engaged by the crew. Automatic targeting is less accurate than if directed by a Space Marine and is conducted with BS2. If the crew are stunned or shaken and unable to fire, the Machine Spirit may still fire a weapon using this rule.

Deus Ex Machina: If the crew are stunned and unable to direct the Land Raider, then the Machine Spirit will take over temporarily. The Land Raider may be moved directly forward (yes, this means in a straight line) up to its maximum move.

The Land Raider is fully submersible to 36.57m. This doesn't mean that it won't throw a track on a reef or get bogged down in a river bed so they are immobilised as normal by difficult terrain.

LAND RAIDER CRUSADER



The Land Raider Crusader is designed to utilise the heavy all-round armour of the Land Raider against the heaviest enemy defences and fortifications. It is employed to smash into the enemy lines, before disgorging Space Marines into the heart of a fortified position, as its weapons unleash a torrent of fire in support. It is a brutal tactic, well suited to the Space Marines 'shock-troop' role.

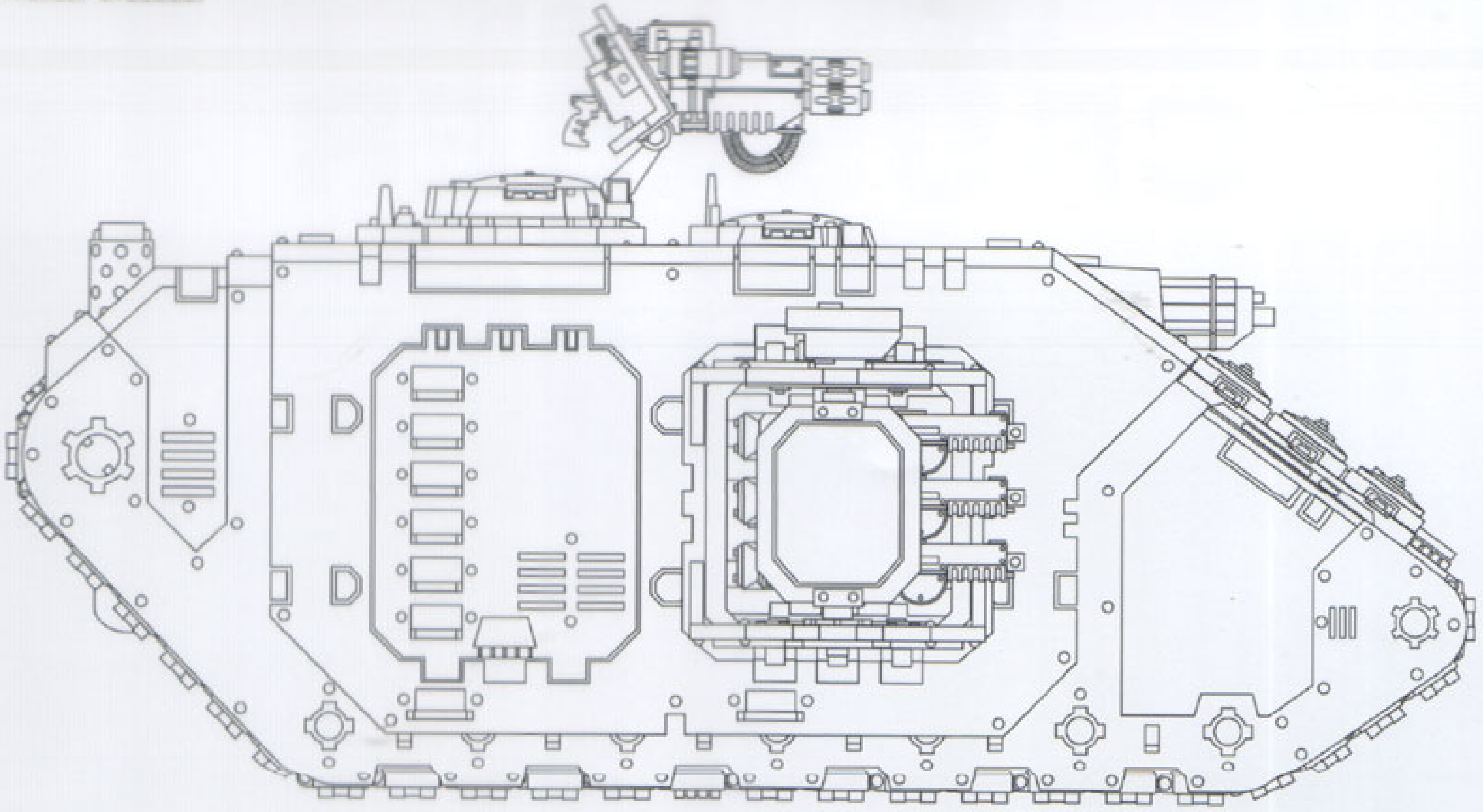
Service Record
The Land Raider 'Crusader' variant was first developed and deployed during the Jerulas Crusade by the Black Templars Chapter, in 304.M39, and as such is a recent addition to the 'canon' of Land Raider variants. The Jerulas Crusade involved many sieges of hive cities, and the Black Templars invariably led the final assaults when the bombardment lifted. To aid their assault troops the Chapter's Techmarines mounted 'hurricane' pattern bolters in each sponson and twin-linked assault cannons on the hull. It was an instant success and, as news of the Black Templar's magnificent victories on Jerulas spread, other Chapters requested information regarding their re-modelling of the Land Raider. To this day, the Black Templars still make wider use of the Crusader than any other Chapter.

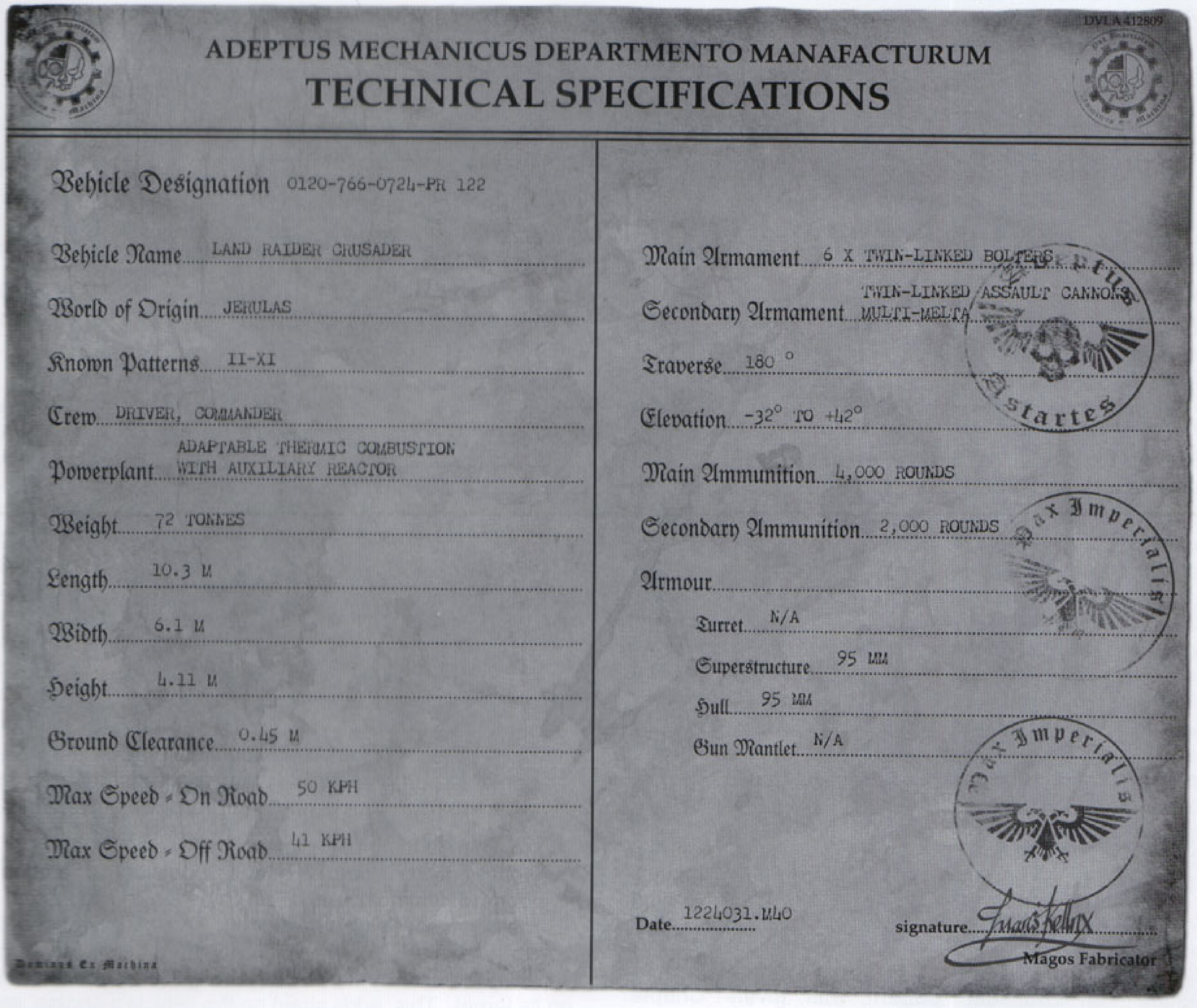
As the word spread a delegation of Tech-Magus from Mars arrived to see the High Marshal, wishing to investigate the Black Templars work. In 763.M39, after long debate and testing the 'Crusader' pattern was given 'Chapter approved' status by the Adeptus Mechanicus, and was officially recognised. Of course, many Chapters had already been producing this variant for several hundred years.

Notable Features
The Crusader varies from the standard Land Raider patterns in several ways. Both sponsons replace the lascannons with 'hurricane' pattern bolters, six bolt guns in a single mount. Twin-linked assault cannons replace the hull mounted heavy bolters, for forward suppressing firepower as the Crusader closes on its target. The final addition is a conversion of the standard turret ring pintle-mount, to allow a multi-melta to be fitted. The multi-melta wasn't included on the first Crusaders, but experience taught the Black Templars that the tank would need heavy firepower to open breaches in defences and to clear barricades or anti-tank obstacles as it broke into a position.

The other main feature of the Crusader is its increased transport capacity. Removal of the large generators required for the lascannons creates the extra space for an additional five Space Marines. This gives the Crusader the largest transport capacity of any Land Raider variant – fifteen power armoured Space Marines or eight Terminators.

Because a Crusader carries so many men, each is constructed with extra armour plating and structural supports, to protect the precious cargo within as it closes on its target. This adds strain on the vehicle's engine, and reduces its top speed slightly.





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ADEPTUS MECHANICUS DEPARTMENTO MANAFACTURUM

TECHNICAL SPECIFICATIONS

Vehicle Designation 0120-766-0724-PR 122

Vehicle Name LAND RAIDER CRUSADER

World of Origin JERULAS

Known Patterns II-XI

Crew DRIVER, COMMANDER

Powerplant ADAPTABLE THERMIC COMBUSTION WITH AUXILIARY REACTOR

Weight 72 TONNES

Length 10.3 M

Width 6.1 M

Height 4.11 M

Ground Clearance 0.45 M

Max Speed - On Road 50 KPH

Max Speed - Off Road 41 KPH

Main Armament 6 X TWIN-LINKED BOLTERS

Secondary Armament TWIN-LINKED ASSAULT CANNONS MULTI-MELTA

Traverse 180 °

Elevation -32° TO +42°

Main Ammunition 4,000 ROUNDS

Secondary Ammunition 2,000 ROUNDS

Armour

Turret N/A

Superstructure 95 MM

Hull 95 MM

Gun Mantlet N/A

Date 1224031.M40

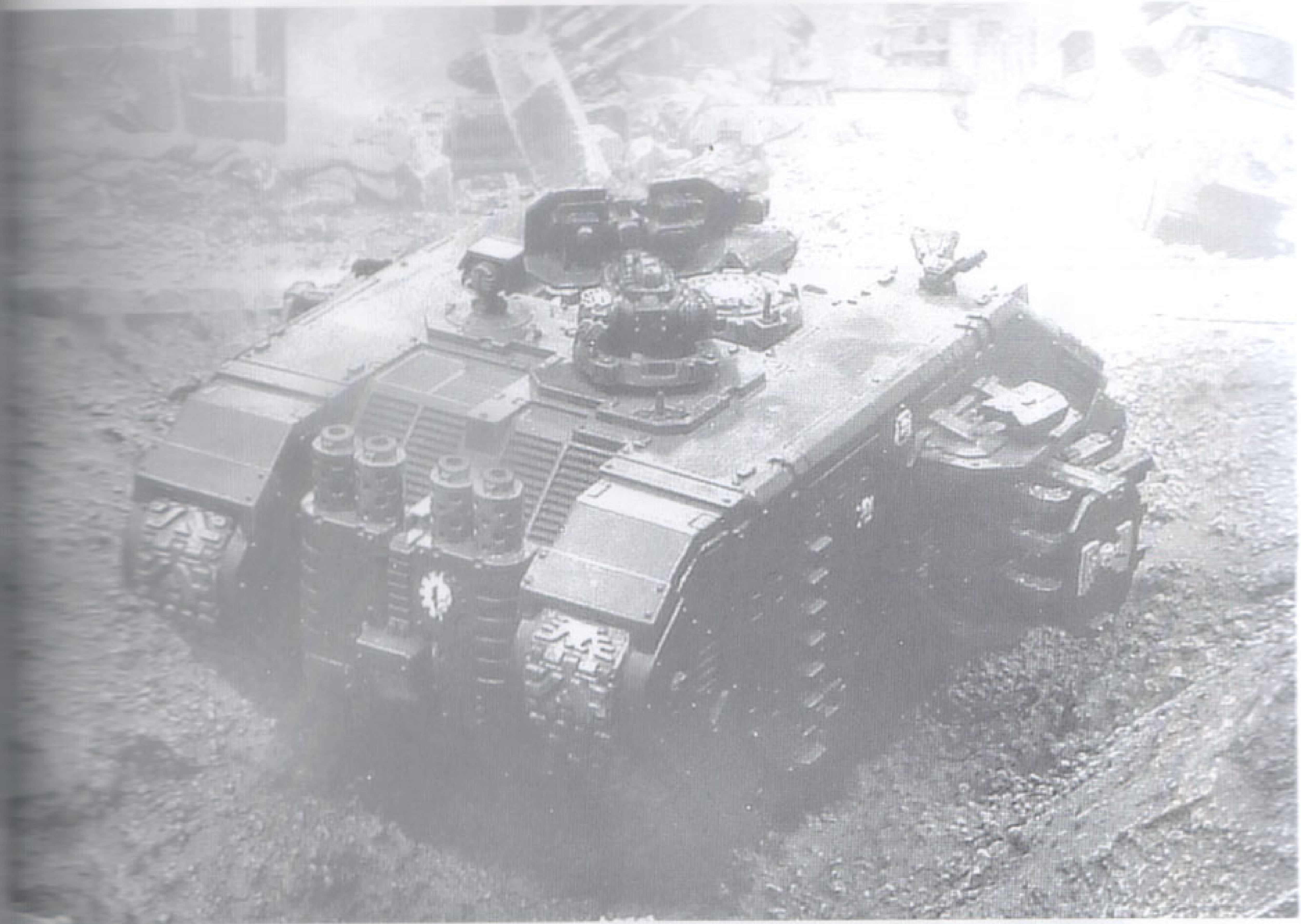
signature Lucas Kellax

Magos Fabricator

Dominus Ex Machina

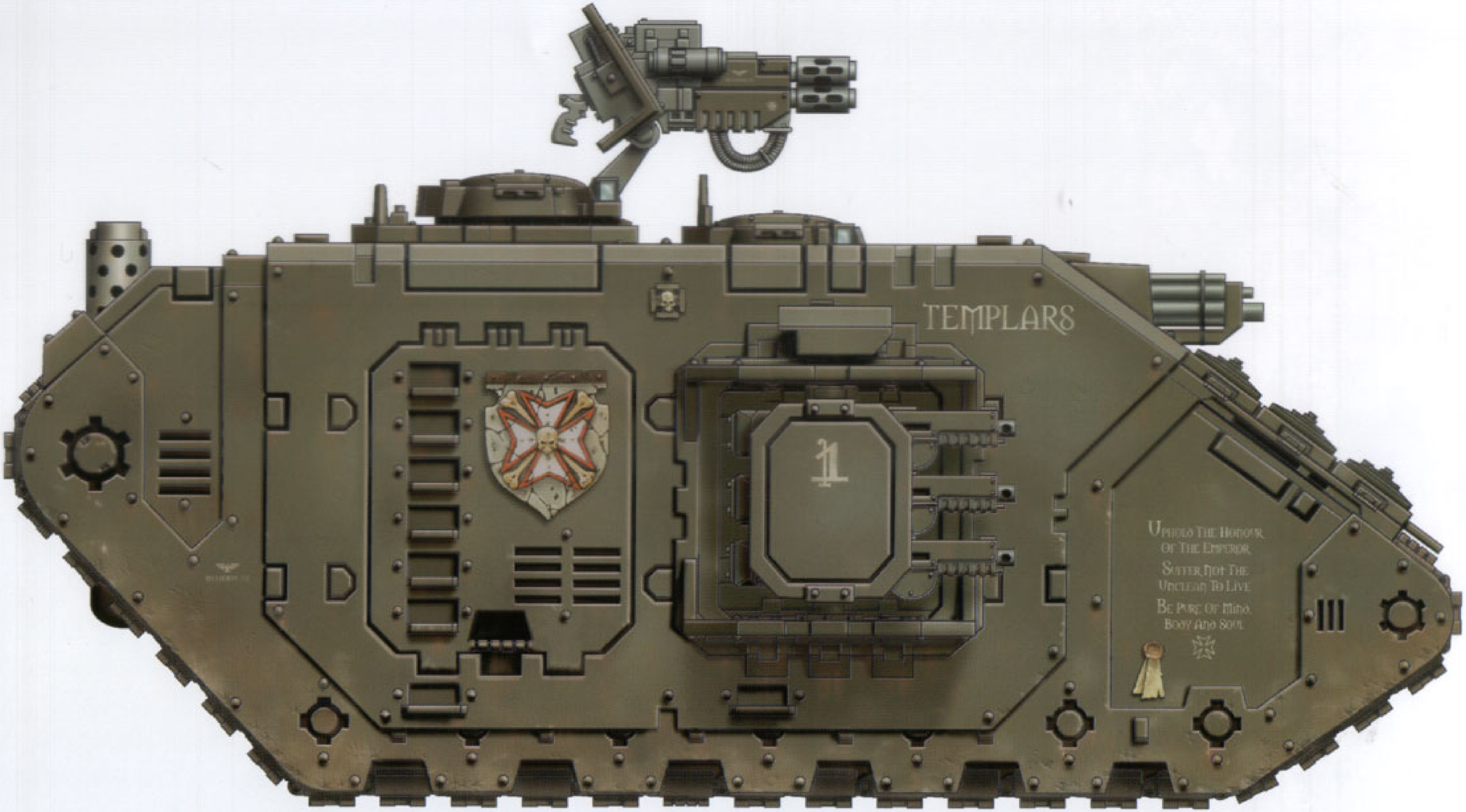
on its length. This [illegible] reducing its top speed slightly.

[illegible] by the Adeptus Mechanicus, and was

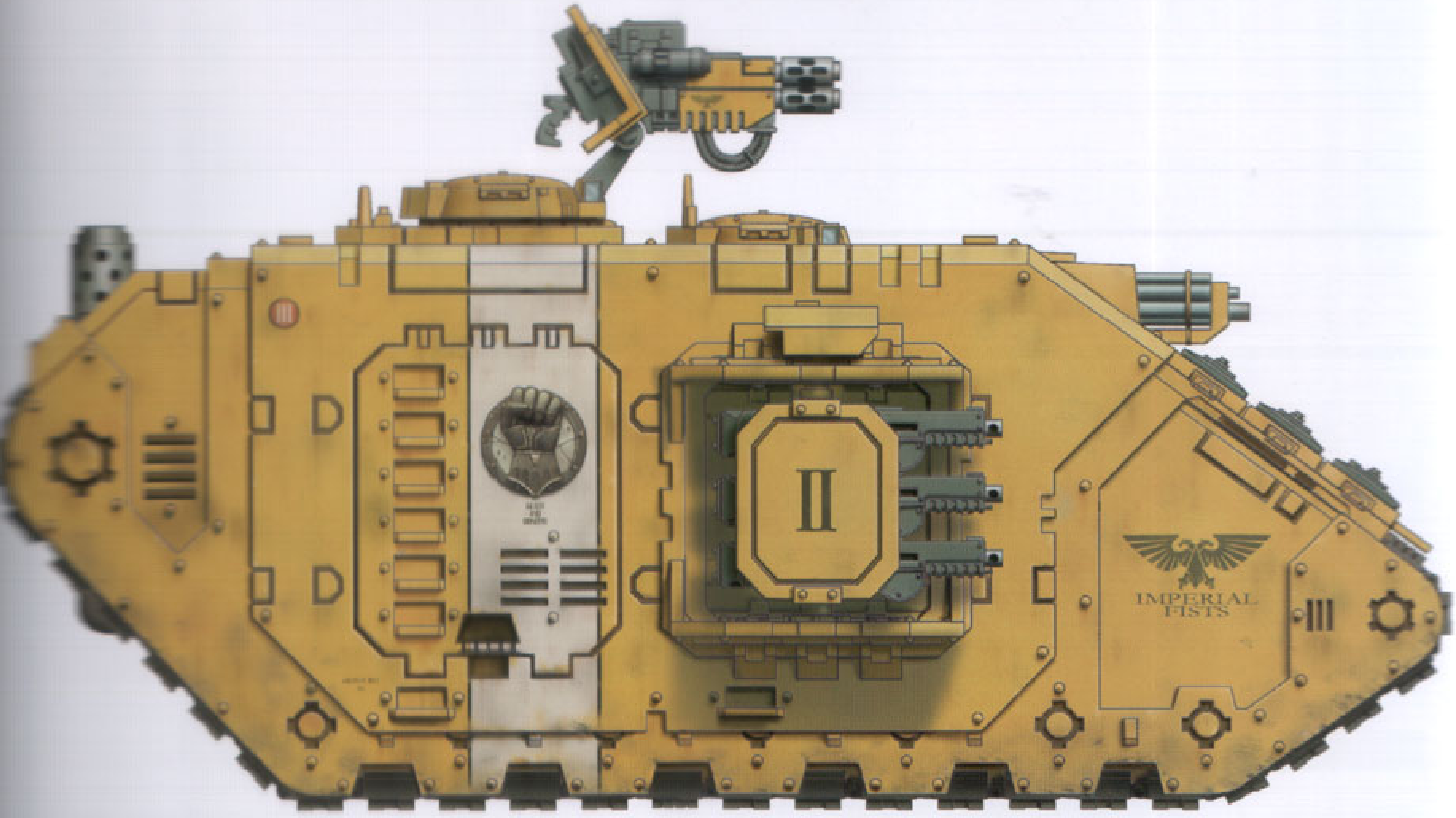


Top: A Land Raider Crusader's all-round armour protection and multiple weapon fire arcs mean that it is well suited to urban combat. It is impossible for tank-hunting enemy infantry to outflank a Crusader.

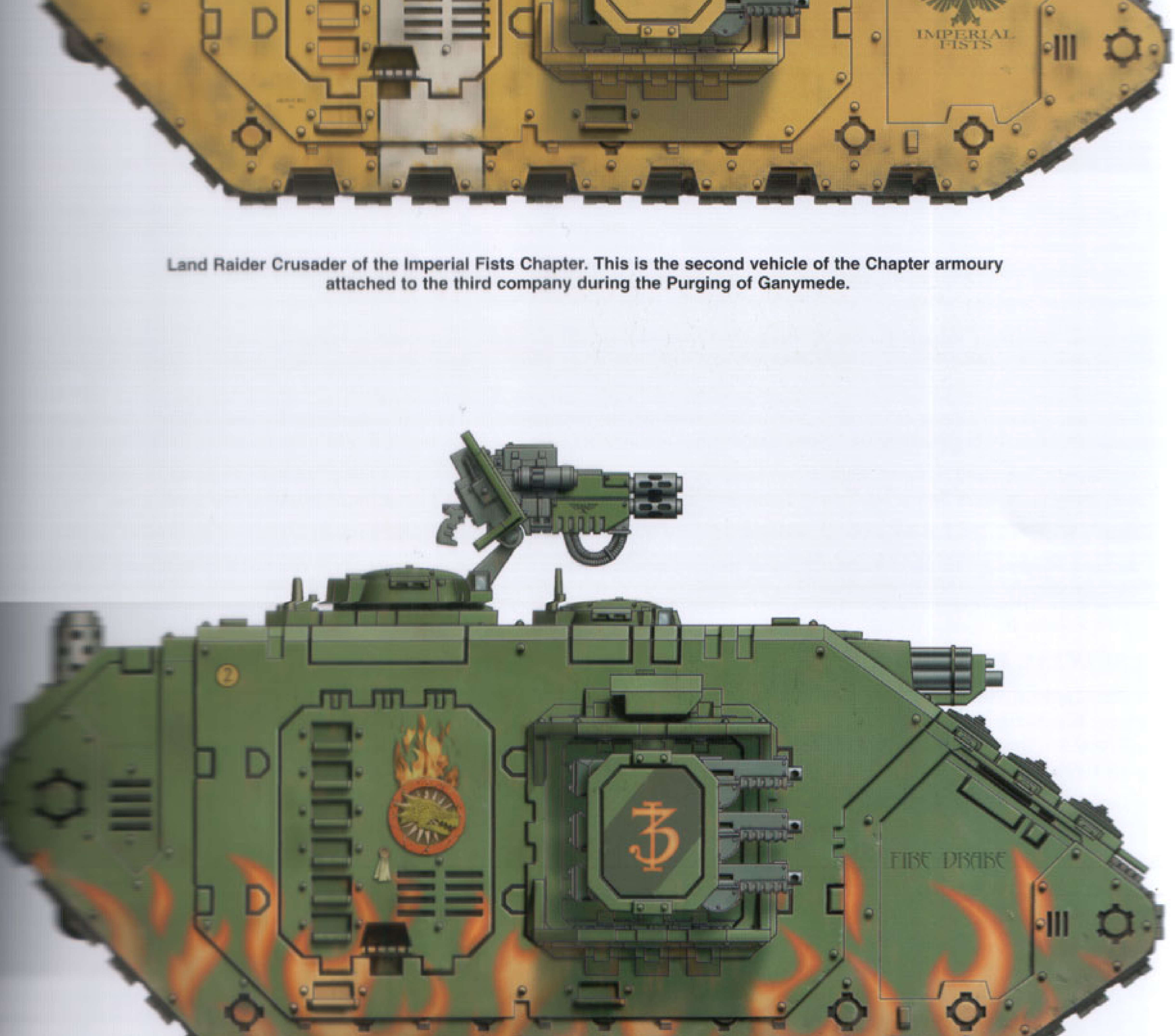
Above: A Doom Warriors Land Raider Crusader during savage street fighting against Orks for Truan City. The Chapter played a crucial role in recapturing the city and eventually expelling the Orks from the system.


TEMPLARS
1
Uphold The Honour
Of The Emperor
Suffer Not The
Unclean To Live
Be Pure Of Mind,
Body And Soul

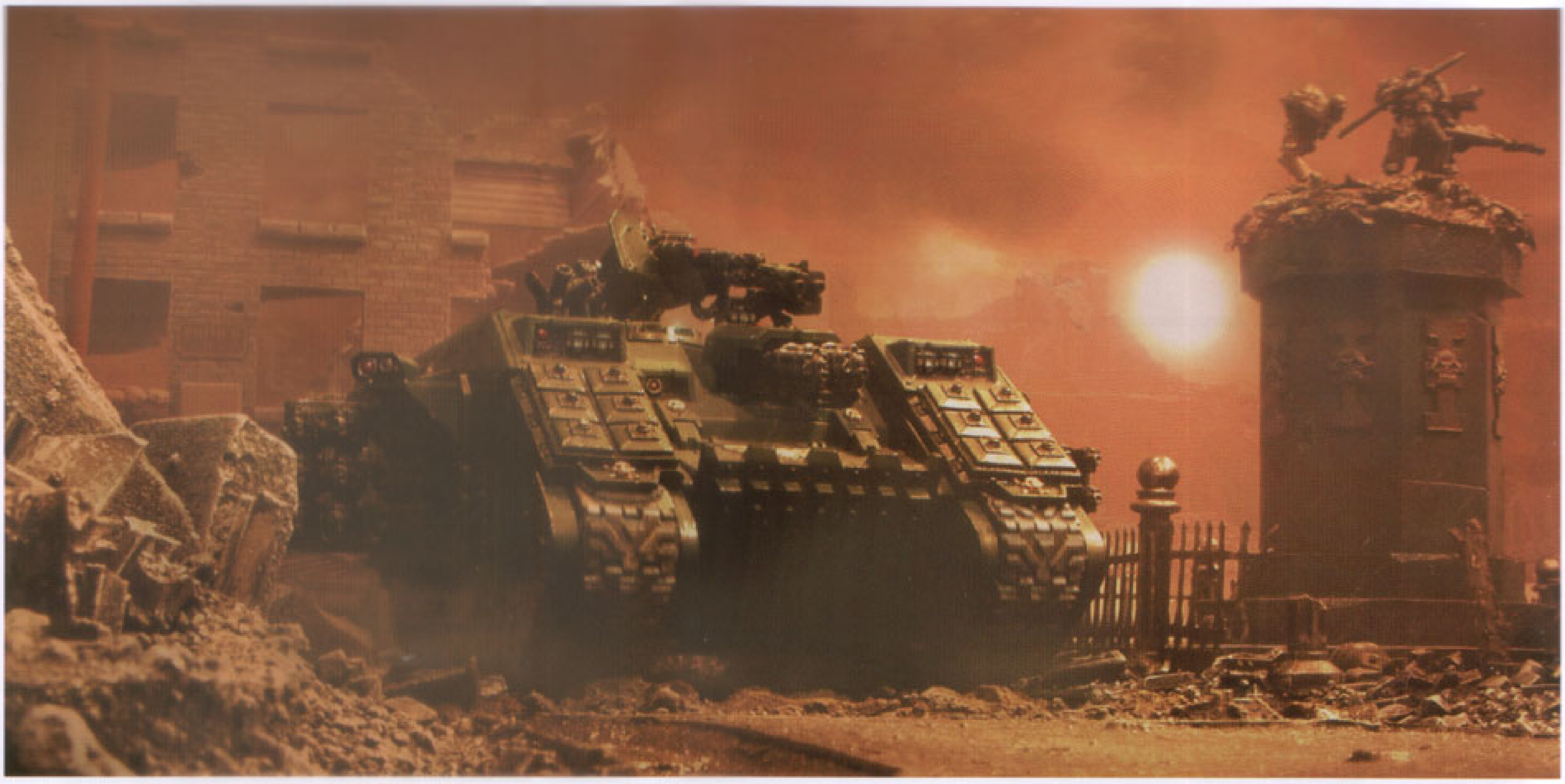
Land Raider Crusader of the Black Templars Chapter. The first vehicle of Strike Force Helbrecht, operating in the Ash Wastes of Armageddon during the third Ork invasion.



Land Raider Crusader of the Imperial Fists Chapter. This is the second vehicle of the Chapter armoury attached to the third company during the Purging of Ganymede.



Land Raider Crusader of the Salamanders Chapter. This Land Raider, the third vehicle attached to the second company, bears the distinctive flame markings of the Promethean Cult and is named 'Fire Drake'.



LAND RAIDER CRUSADER

	Points	Front Armour	Side Armour	Rear Armour	BS
Crusader	255	14	14	14	4

Thought for the day:
The weak will always be led by the strong. Despise the weak for they shall flock to the call of the Daemon and the Renegade.

Type: Tank

Crew: Space Marines

Weapons: The Land Raider Crusader is armed with two 'hurricane' pattern bolters, a twin-linked assault cannon and a multi-melta. The Crusader is also equipped with frag assault launchers.

Options: The Crusader may be given any of the following from the Space Marine Codex: dozer-blade, hunter-killer missile, pintle-mounted storm bolter, searchlight, smoke launchers.

Transport: The Land Raider Crusader can carry up to fifteen Space Marines. It may not carry Space Marines with jump packs. It may carry up to eight Space Marines in Terminator armour. It may not carry more than a single squad at one time.

Heavy Support: The Land Raider Crusader is a Heavy Support choice for a Space Marine army.

Access Points: 3. The Land Raider Crusader has two side doors and a front ramp, any of which can be used as access points by the passengers.

Fire Points: 0

SPECIAL RULES

Fire Control: The Space Marine gunner is assisted in selecting and targeting the enemy by the Machine Spirit. The Land Raider may always fire one additional weapon system to those it would normally be able to fire. This shot may be against a different target to that engaged by the crew. Automatic targeting is less accurate than if directed by a Space Marine and is conducted with BS2. If crew are stunned or shaken and unable to fire, the Machine Spirit may still fire a weapon using this rule.

Deus Ex Machina: If the crew are stunned and unable to direct the Land Raider, then the Machine Spirit will take over temporarily. The Land Raider may be moved directly forward (yes, this means a straight line) up to its maximum move.

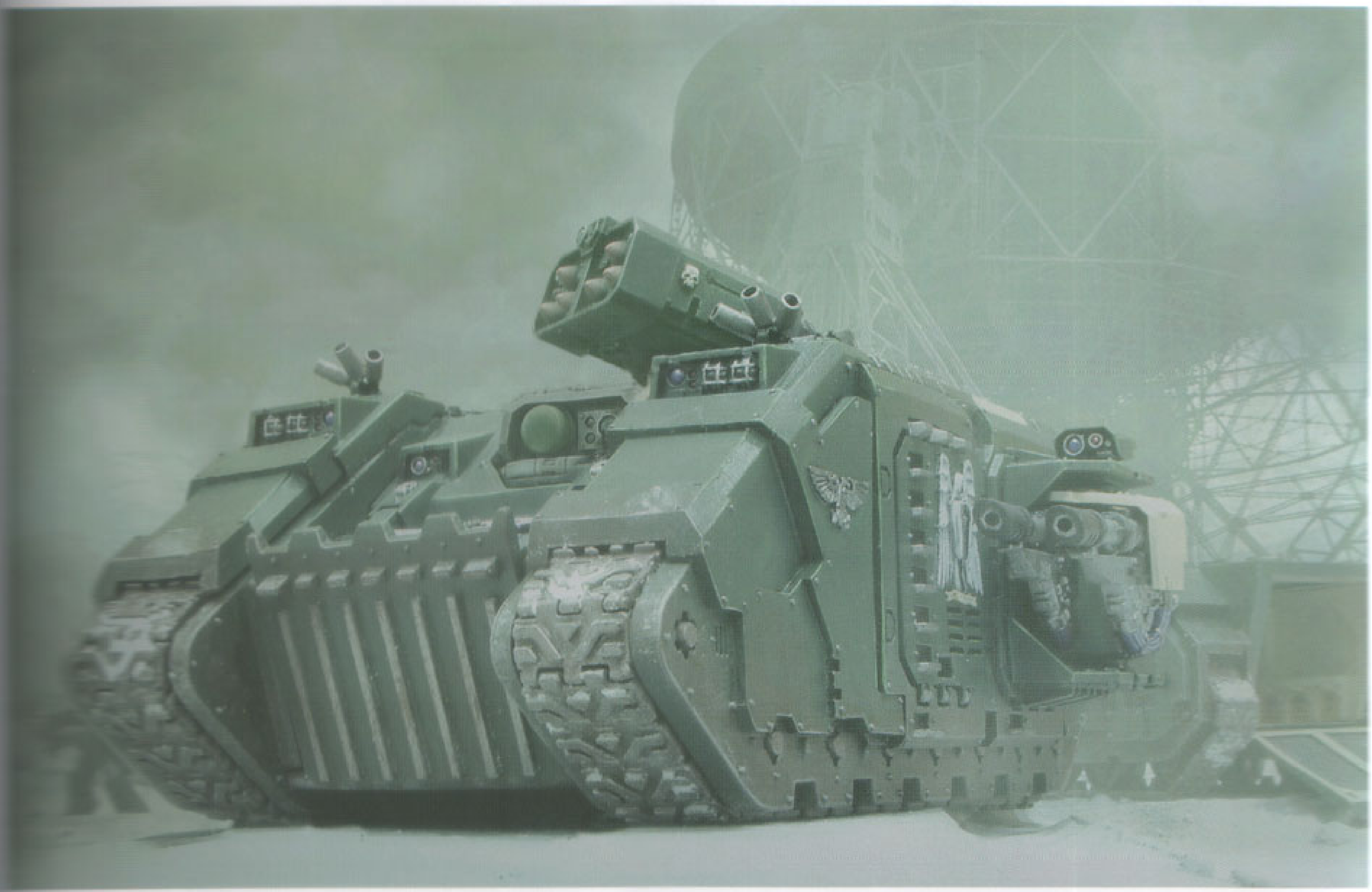
The Land Raider is fully submersible to 36.57m. This doesn't mean that it won't throw a track on a reef or get bogged down in a river bed so they are immobilised as normal by difficult terrain.

Extra Armour: All Land Raider Crusaders have additional armour plating to ensure that they reach the enemy with their transported squad intact. A Crusader counts as having the Extra Armour vehicle upgrade, so it treats any 'Crew Stunned' results on the damage tables as a 'Crew Shaken' result instead.

'Hurricane' bolters: Each 'hurricane' bolter counts a three twin-linked boltguns. The Crusader may always fire its 'hurricane' bolters, regardless of how far it has moved or what other weapons it is firing.

Frag Assault Launchers: The front of the Crusader is studded with explosive charges, designed to hurl shrapnel into the enemy as the troops inside charge out along the assault ramp. Any unit which assaults on the same turn it disembarks from the Crusader counts as having frag grenades.

LAND RAIDER
HELIOS



The Helios variant of the Land Raider was developed as a stop-gap measure to provide additional artillery support. It replaces the standard hull mounted heavy bolters with a Whirlwind missile launcher and additional targeting and tracking equipment.

Service Record

The Helios was first developed by the Red Scorpion Chapter. The Red Scorpions are renown for their puritanical beliefs, and their deep-rooted mistrust of many other Imperial fighting forces, especially those that utilise abhumans or pyskers. They are a very independent Chapter who rarely ally themselves with other Imperial fighting forces, except the Adeptus Astartes Chapters they rate as loyal and pure.

In 857.M38 during the legendary 'Siege of Helios' the Red Scorpions found they lacked the artillery to be able to breach the walls and suppress the defenders in their sector prior to an assault. Rather than seek the aid of the Imperial Guard regiment's heavy artillery, the Chapter Master turned to his Master of the Forge and Techmarines for a solution. They developed the 'Helios' pattern Land Raider as a response, converting all the Chapter's Land Raiders deployed on Helios, a dozen in all, to carry Whirlwind missile launchers. When complete the Helios took their place alongside the Chapter's Whirlwinds, delivering volleys of missiles into the fortress. As the barrage was lifted the Chapter's assault demi-squads mounted up in the Land Raiders and attacked the walls.

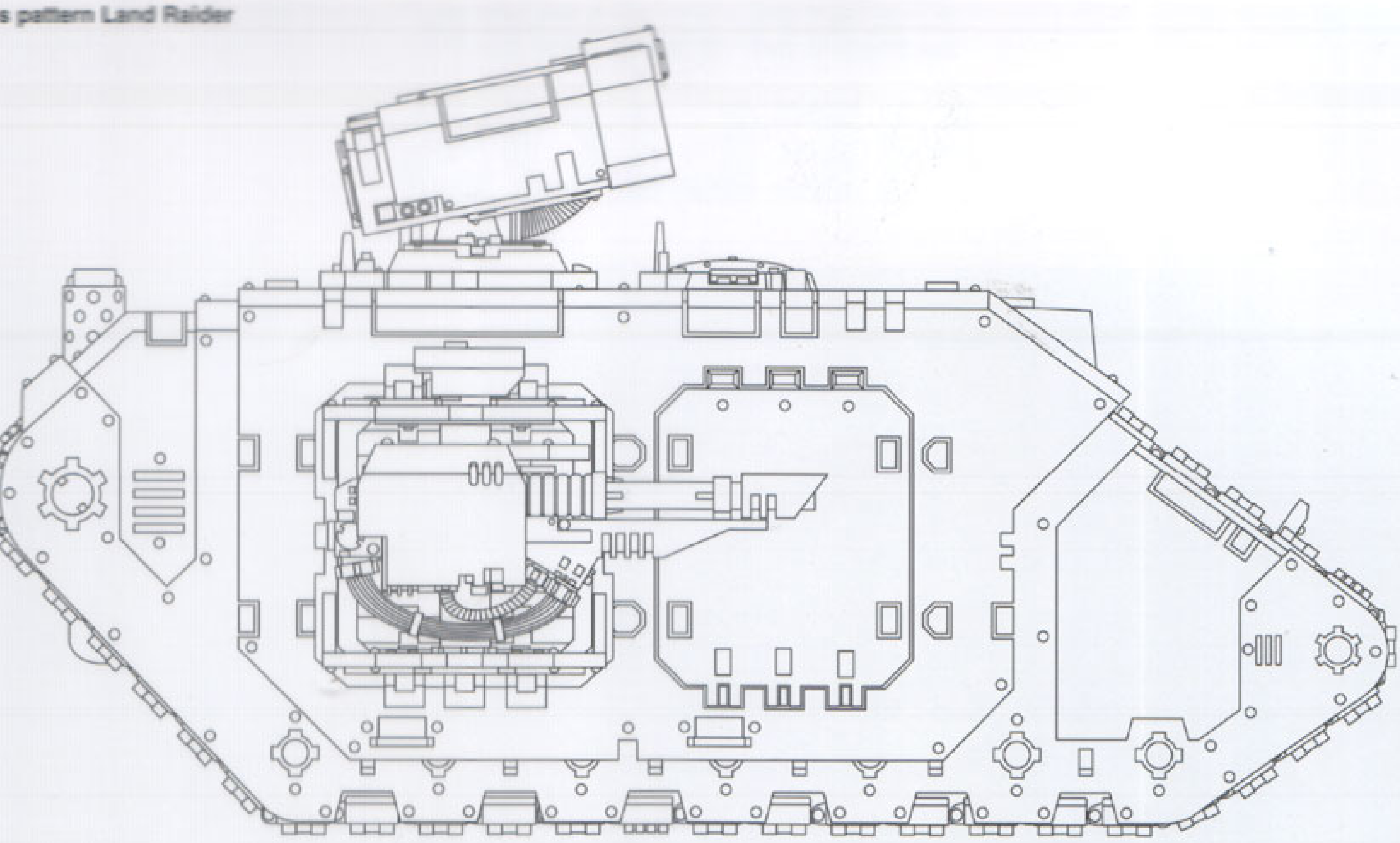
The eventual success saw the Helios pattern become a standard part of the Red Scorpion's armoury, and other Chapters also began to adopt the design in smaller numbers. The Helios remains an uncommon Land Raider variant, only deployed when a Chapter is in need of extra artillery support that the Whirlwinds cannot provide.

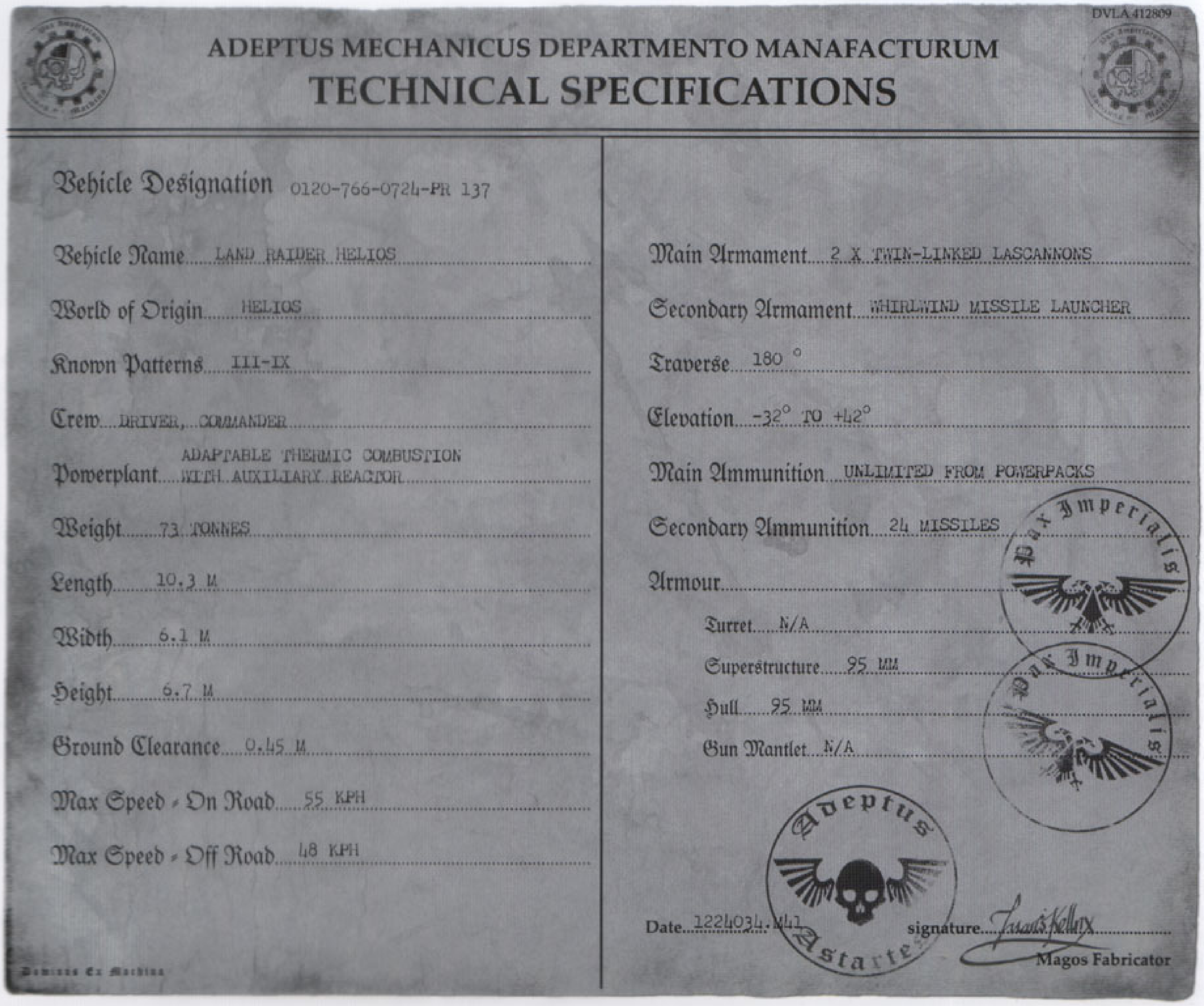
Notable Features

The main difference is the Whirlwind missile launcher mount and the extra ammunition stowage space required for the spare missiles, reducing the vehicle's transport capacity to just six power armoured Space Marines. The positioning of the launcher also precludes the use of a pintle-mounted weapon, and this means, lacking the heavy bolters as well, that the Helios suffers from having no anti-infantry or point defence weaponry.

For further information on the Land Raider Helios' weapon system see the Whirlwind section.

MkV Helios pattern Land Raider





DVLA 412809

ADEPTUS MECHANICUS DEPARTMENTO MANAFACTURUM

TECHNICAL SPECIFICATIONS

Vehicle Designation 0120-766-0724-PR 137

Vehicle Name LAND RAIDER HELIOS

World of Origin HELIOS

Known Patterns III-IX

Crew DRIVER, COMMANDER

Powerplant ADAPTABLE THERMIC COMBUSTION WITH AUXILIARY REACTOR

Weight 73 TONNES

Length 10.3 M

Width 6.1 M

Height 6.7 M

Ground Clearance 0.45 M

Max Speed - On Road 55 KPH

Max Speed - Off Road 48 KPH

Main Armament 2 X TWIN-LINKED LASCANNONS

Secondary Armament WHIRLWIND MISSILE LAUNCHER

Traverse 180 °

Elevation -32° TO +42°

Main Ammunition UNLIMITED FROM POWERPACKS

Secondary Ammunition 24 MISSILES

Armour

Turret N/A

Superstructure 95 MM

Hull 95 MM

Gun Mantlet N/A

Pax Imperialis

Pax Imperialis

Adeptus Astartes

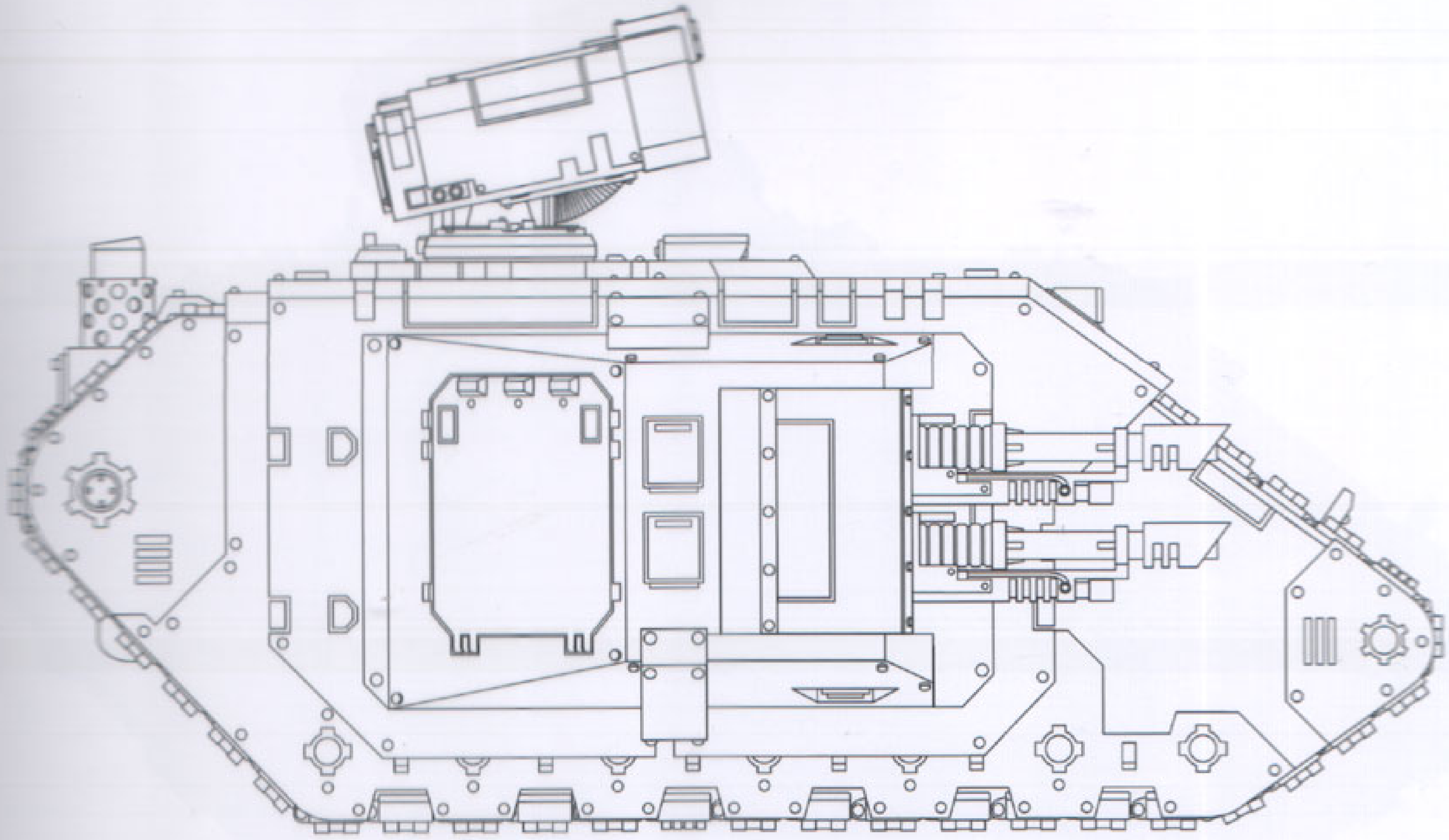
Date 1224034.M41

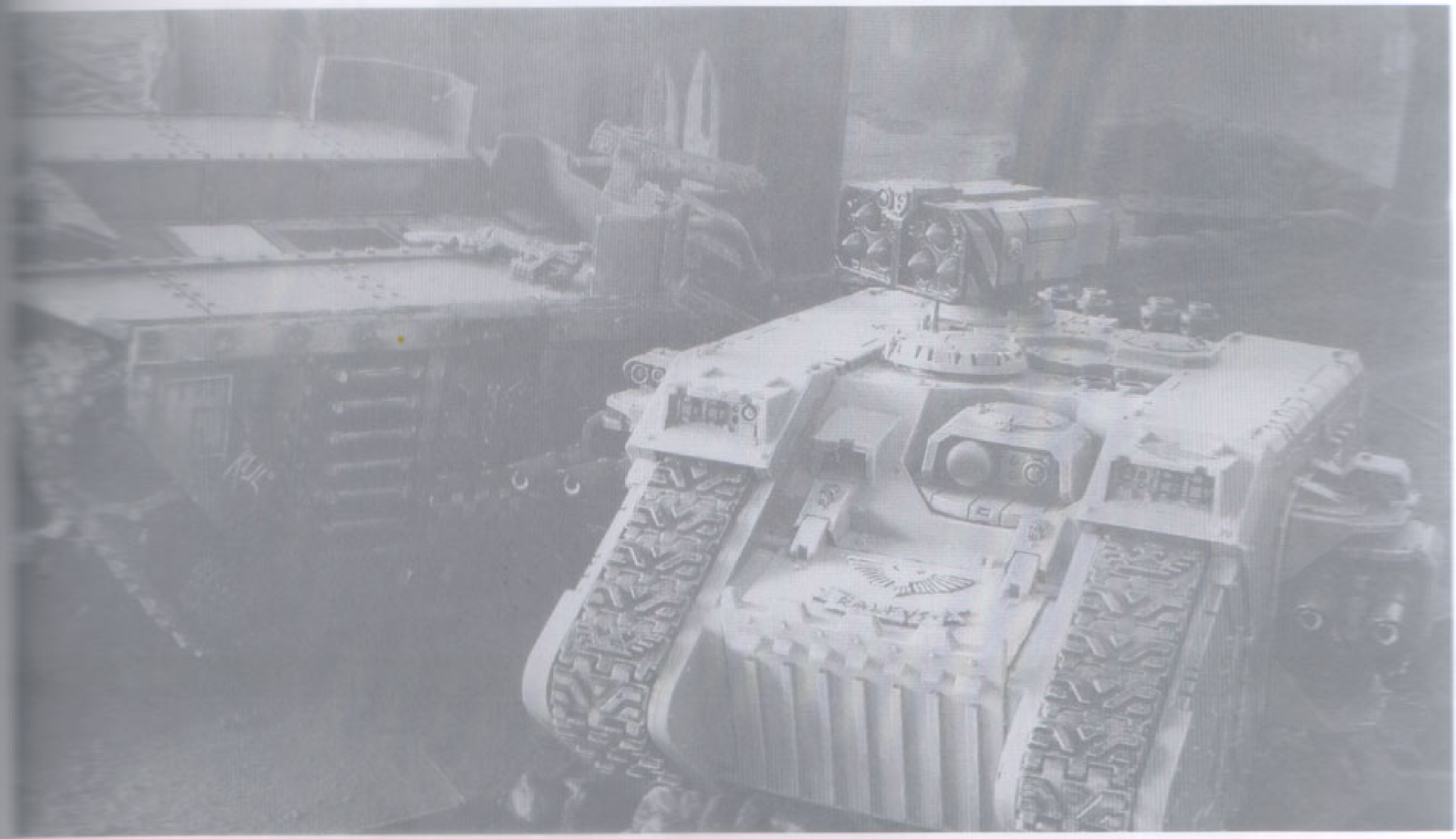
signature

Magos Fabricator

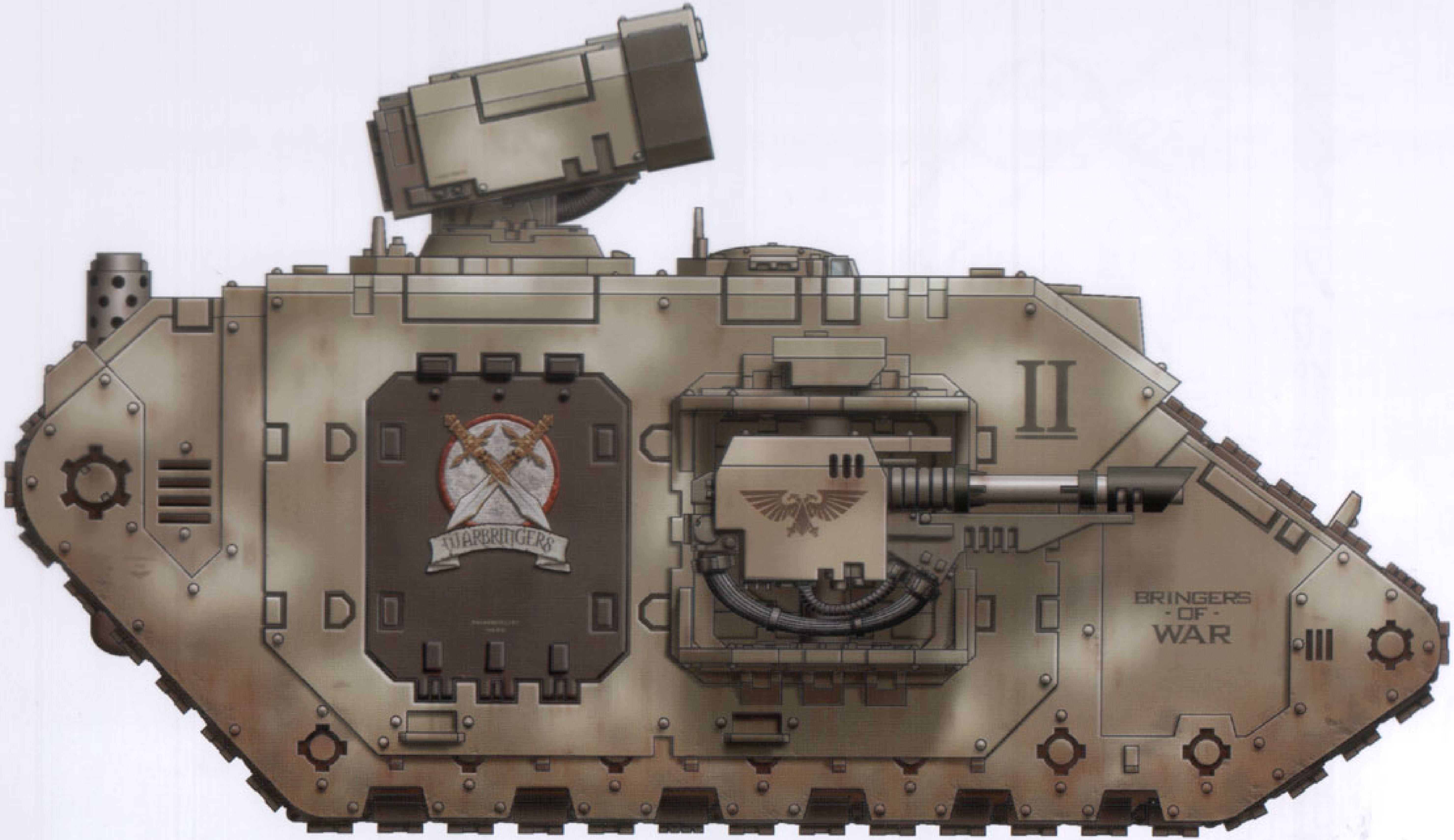
Deus Ex Machina

[illegible] Helios pattern Land Raider

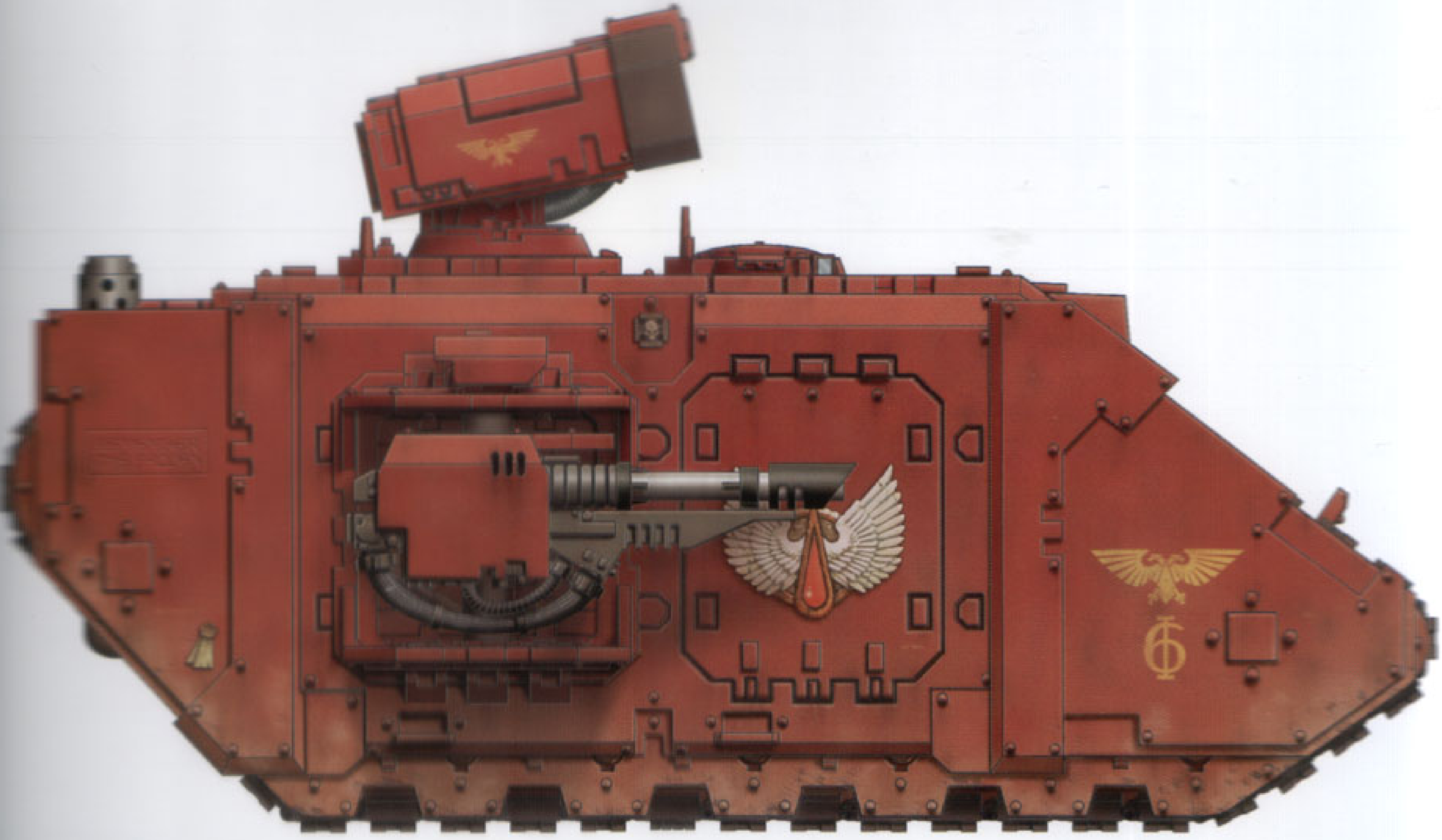




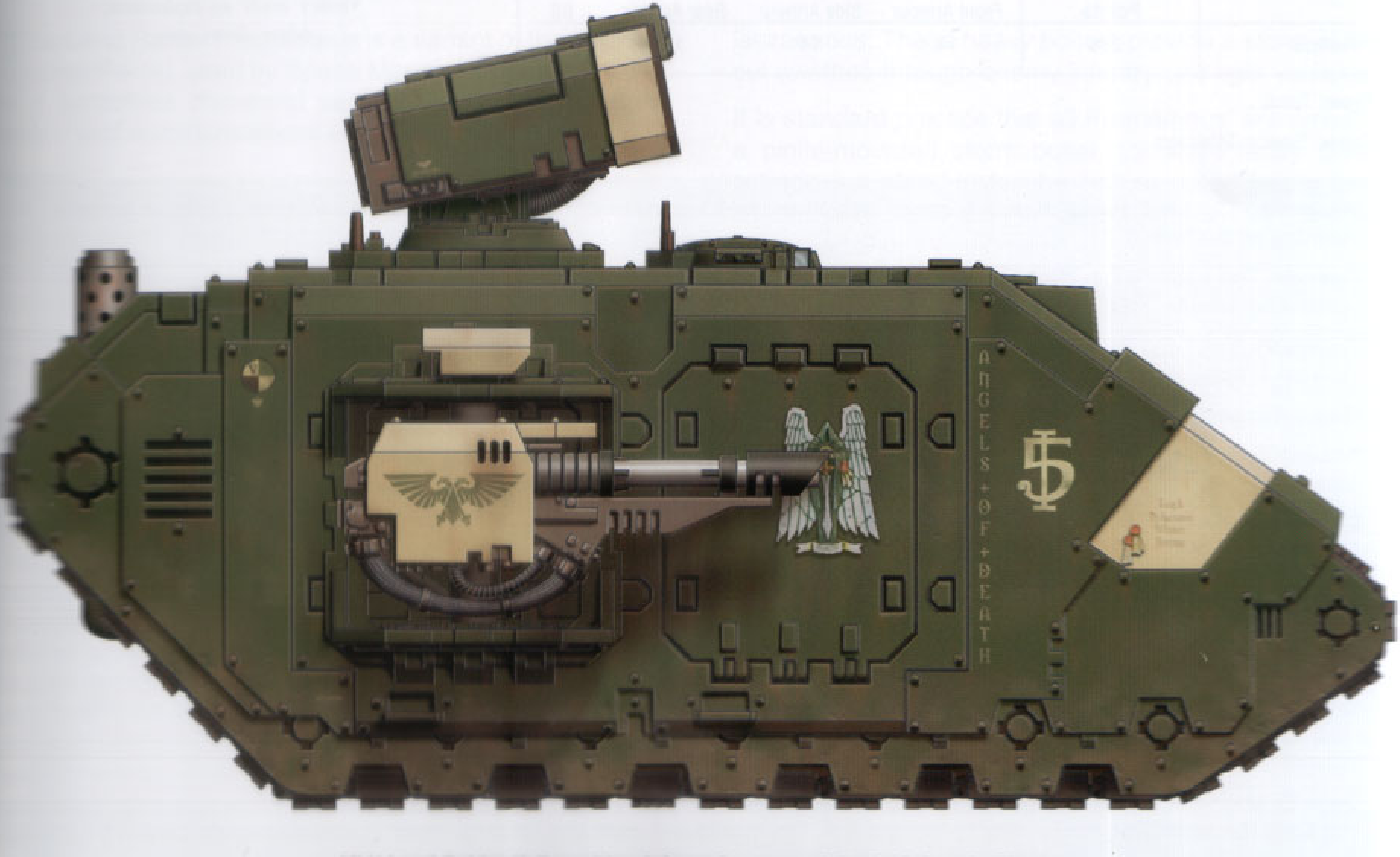
Above: The Land Raider Helios is perhaps the most versatile of all Space Marine vehicles, combining heavy armour, troop transport, anti-tank firepower and support artillery in one vehicle. Here a Space Wolves Helios awaits a new target during fighting against Orks on Centius Prime.


II
WARBRINGERS
BRINGERS
- OF -
WAR

MkV Land Raider Helios of the Emperor's Warbringers Chapter. This vehicle has been painted in a mottled camouflage scheme, but still uses the Chapter's green-grey colouring. It is the second vehicle of the Chapter armoury.



MkV Land Raider Helios of the Blood Angels Chapter. Sixth vehicle of the armoury, deployed during the Achernar Invasion. Note that this Land Raider is equipped with additional spaced armour plates.



MkV Land Raider Helios with reinforced armour of the Dark Angels Chapter. It bears the badge of the fifth company, from the Piscina Campaign.

0-1 LAND RAIDER HELIOS

	Points	Front Armour	Side Armour	Rear Armour	BS
Helios	260	14	14	14	4

Thought for the day:
Victory needs no explanation;
defeat allows none

Type: Tank

Crew: Space Marines

Weapons: The Land Raider Helios is armed with twin-linked lascannons in each sponson and a Whirlwind missile launcher mounted on the hull.

Options: The Land Raider Helios may be given any of the following from the Space Marine Codex: dozer-blade, extra armour, hunter-killer missile, improved comms, searchlight, smoke launchers.

Transport: The Land Raider Helios can carry up to six Space Marines. It may not carry Space Marines with jump packs. It may carry up to three Space Marines in Terminator armour.

Heavy Support: 0-1 Land Raider Helios is a Heavy Support choice for a Space Marine army.

Access Points: 3. The Land Raider has two side doors and a front ramp, any of which can be used as access points by the passengers.

Fire Points: 0

SPECIAL RULES

Fire Control: The Space Marine gunner is assisted in selecting and targeting the enemy by the Machine Spirit. The Land Raider may always fire one additional weapon system to those it would normally be able to fire. This shot may be against a different target to that engaged by the crew. Automatic targeting is less accurate than if directed by a Space Marine and is conducted with BS2. If crew are stunned or shaken and unable to fire, the Machine Spirit may still fire a weapon (including the Whirlwind launcher) using this rule.

Deus Ex Machina: If the crew are stunned and unable to direct the Land Raider, then the Machine Spirit will take over temporarily. The Land Raider may be moved directly forward (yes, this means a straight line) up to its maximum move.

The Land Raider is fully submersible to 36.57m. This doesn't mean that it won't throw a track on a reef or get bogged down in a river bed so they are immobilised as normal by difficult terrain.

LAND RAIDER
PROMETHEUS

The Land Raider Prometheus is a variant of the standard Land Raider, used by Space Marine force commanders as a battlefield command vehicle, due to its additional sensor and communications equipment.

History

The origins of the Land Raider Prometheus remain a mystery. Some Tech-adepts believe it was first developed as a variant of the 'Tartarus' pattern Land Raider, and the similarities are undeniable. As yet, no evidence for this theory has been found. Others believe that it was first developed on Nocturne by the Salamanders Chapter, as that Chapter retains more examples of the Prometheus than any other Chapter (although even then they retain only four). The Salamanders deny this claim. It is unknown how many Chapters still have Prometheuses in their armouries.

Service Record

The most famous action of the Prometheus in recent Imperial annals was the Masali campaign, where Force Sicarius of the Ultramarines Chapter were engaged in bitter fighting against raiding Eldar pirates. Captain Sicarius used his Prometheus to turn the tide of battle, extracting a heavy toll on the attacking Eldar jetbikes and infantry, and co-ordinating a counter-attack by his own assault troops from his vehicle. For his key role in defeating the pirates Sicarius and his vehicle were awarded the first class Marksman Honour.

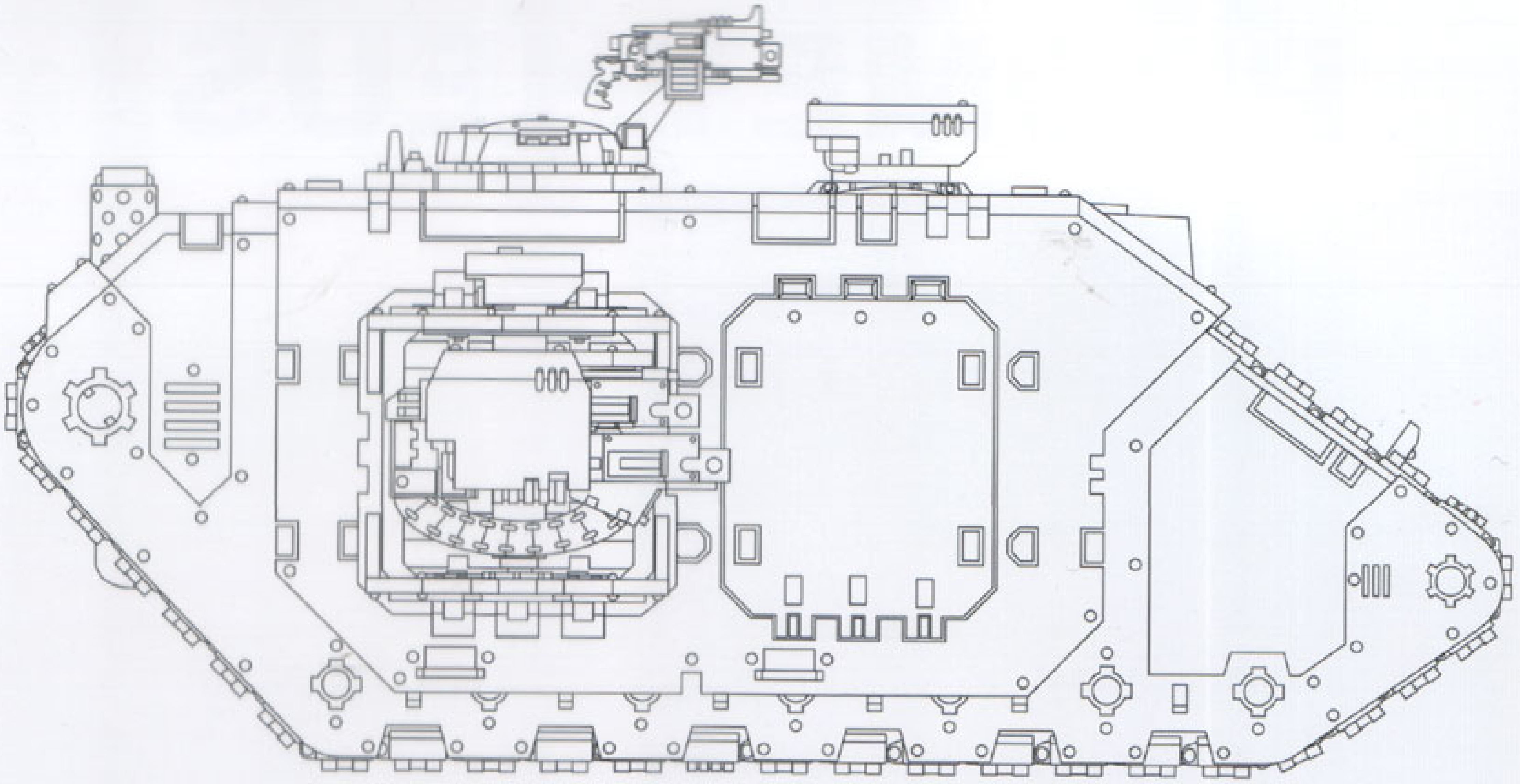
Notable Features

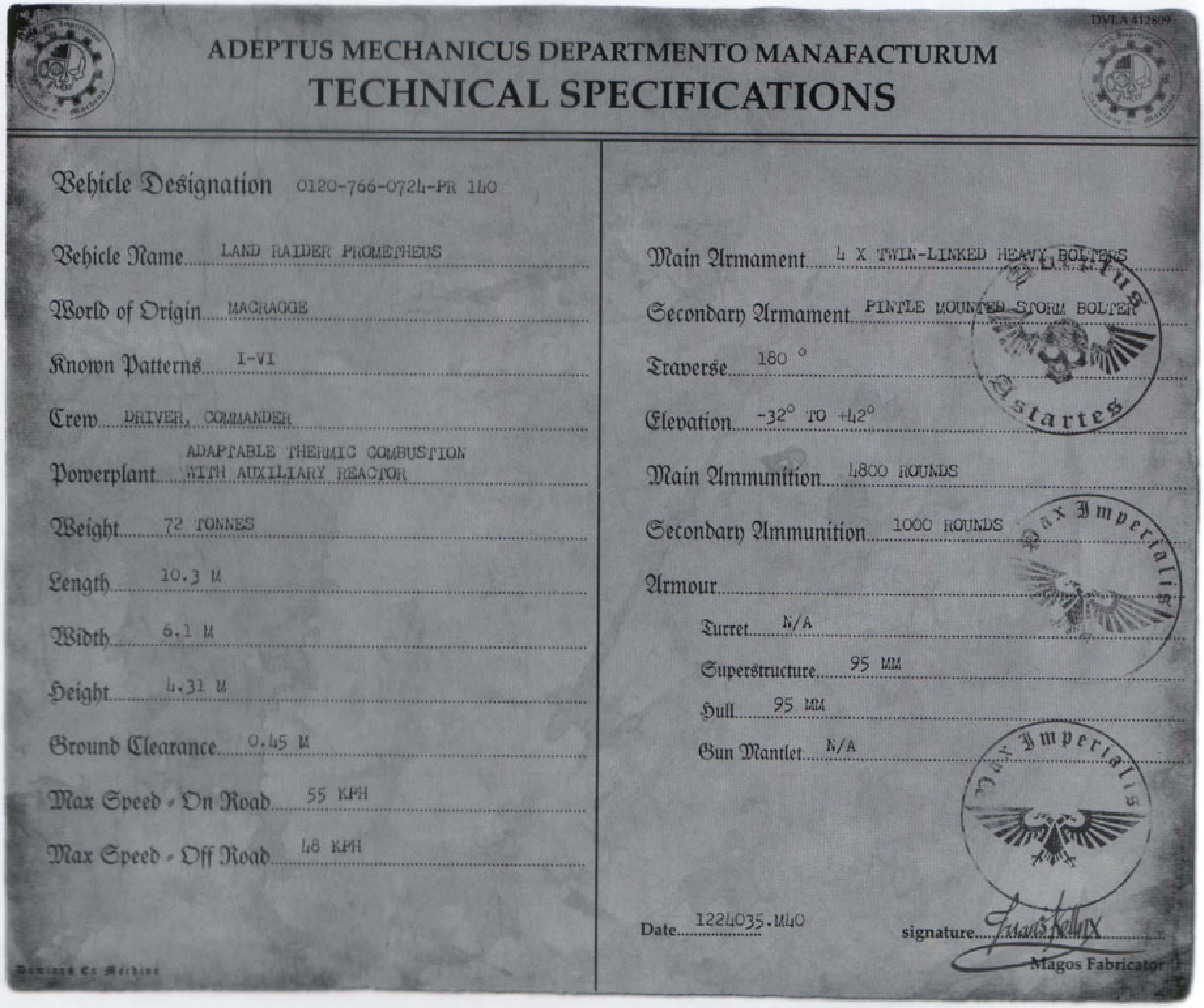
The main difference between the Land Raider and the Prometheus is its weaponry. The quad-mounted heavy bolters in each sponson replace the Land Raider's lascannons. These heavy bolters provide a storm of fire, to cut swathes through enemy infantry and light vehicles.

It is standard practice that all Prometheus' are armed with a pintle-mounted storm bolter, for anti-infantry defence, acting as a stand-in for the hull mounted heavy bolters, which are removed to make space for the extra communications equipment.

The Prometheus includes extensive communications and sensor equipment. All Land Raiders contain a tactical holosphere and squad status displays, but the Prometheus augments this with a long-range signals booster for squad-to-squad, ground-to-air and ground-to-orbit comm-links. As well as the booster, the Prometheus has some features in common with the Damocles, and can act as a strike force command and control hub if a Damocles is not deployed or is somehow disabled. The Prometheus also utilises secure multi-band communications for co-ordination with allied forces, and the transmission monitoring equipment, for intercepting and de-crypting enemy signals. It also incorporates a multi-spectral ground surveillance auspex for locating and tracking enemy forces, and this information can then be forwarded to all other Imperial forces.

The advantage a Prometheus has over the Damocles Rhino as a command and control hub is that it is also a front line combat vehicle. In battle it can lead from the front, and whilst a Prometheus does not contain all the advanced features of the dedicated command Rhino, it makes a good stand-in as a force command and control hub.





DVLA 412809

ADEPTUS MECHANICUS DEPARTMENTO MANAFACTURUM

TECHNICAL SPECIFICATIONS

Vehicle Designation 0120-766-0724-PR 140

Vehicle Name: LAND RAIDER PROMETHEUS

World of Origin: MACRAGGE

Known Patterns: I-VI

Crew: DRIVER, COMMANDER

Powerplant: ADAPTABLE THERMIC COMBUSTION WITH AUXILIARY REACTOR

Weight: 72 TONNES

Length: 10.3 M

Width: 6.1 M

Height: 4.31 M

Ground Clearance: 0.45 M

Max Speed - On Road: 55 KPH

Max Speed - Off Road: 48 KPH

Main Armament: 4 X TWIN-LINKED HEAVY BOLTERS

Secondary Armament: PINTLE MOUNTED STORM BOLTER

Traverse: 180 °

Elevation: -32° TO +42°

Main Ammunition: 4800 ROUNDS

Secondary Ammunition: 1000 ROUNDS

Armour:

- Turret: N/A
- Superstructure: 95 MM
- Hull: 95 MM
- Gun Mantlet: N/A

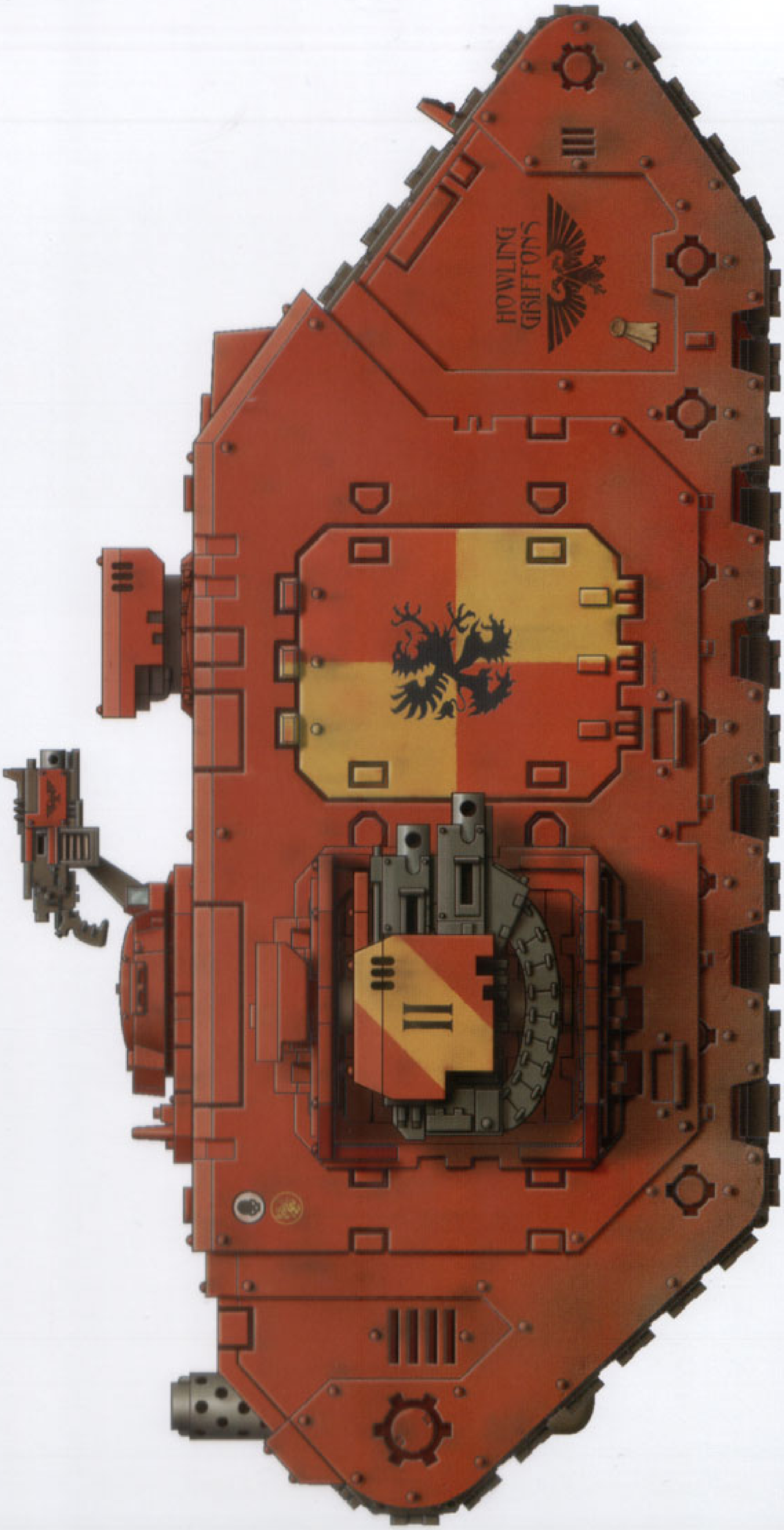
Date: 1224035.M40

signature: Lucas Kellux

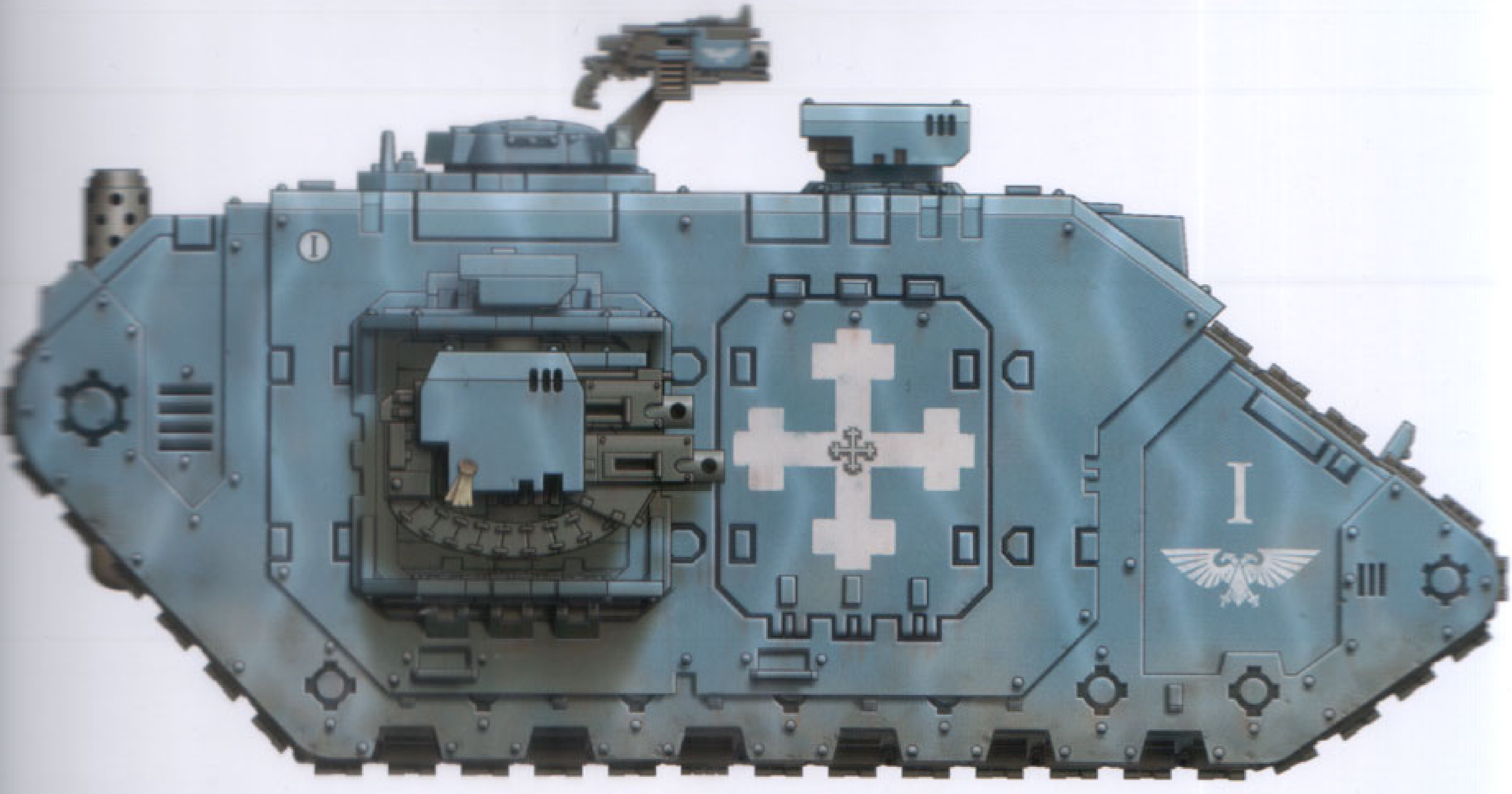
Magos Fabricator

Top: A Land Raider Prometheus, the command vehicle of an Ultramarines strike force, leads another Land Raider in a road march. The pintle-mounted storm bolter is being manned by a Techmarine.

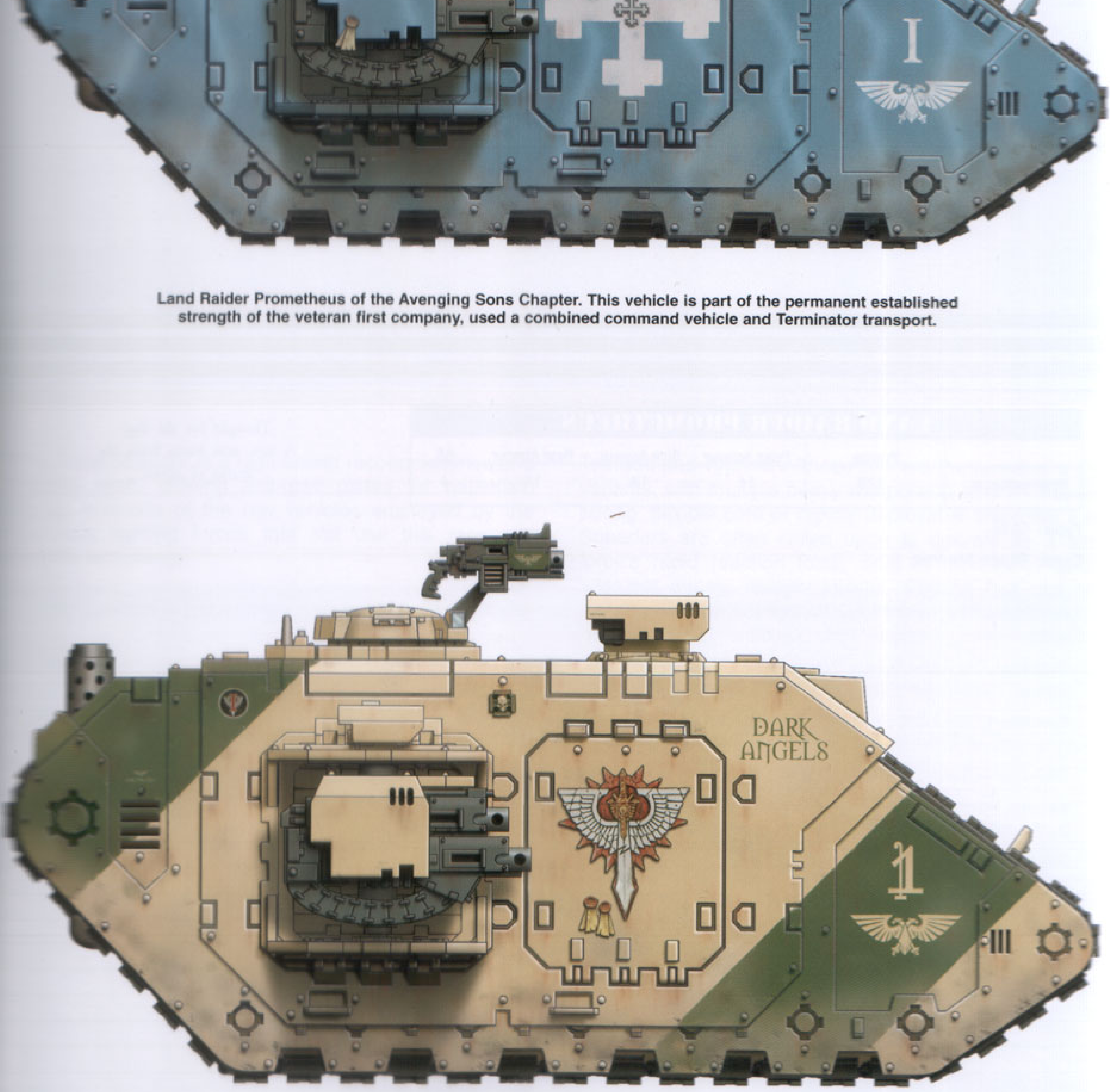
Above: Unidentified Land Raider Prometheus on station. The large 'II' indicates this is the Chapter's second vehicle. As they are command vehicles, there is no need for a Chapter to retain more than 2 or 3 Prometheuses in their armoury.


HOWLING GRIFFONS
II

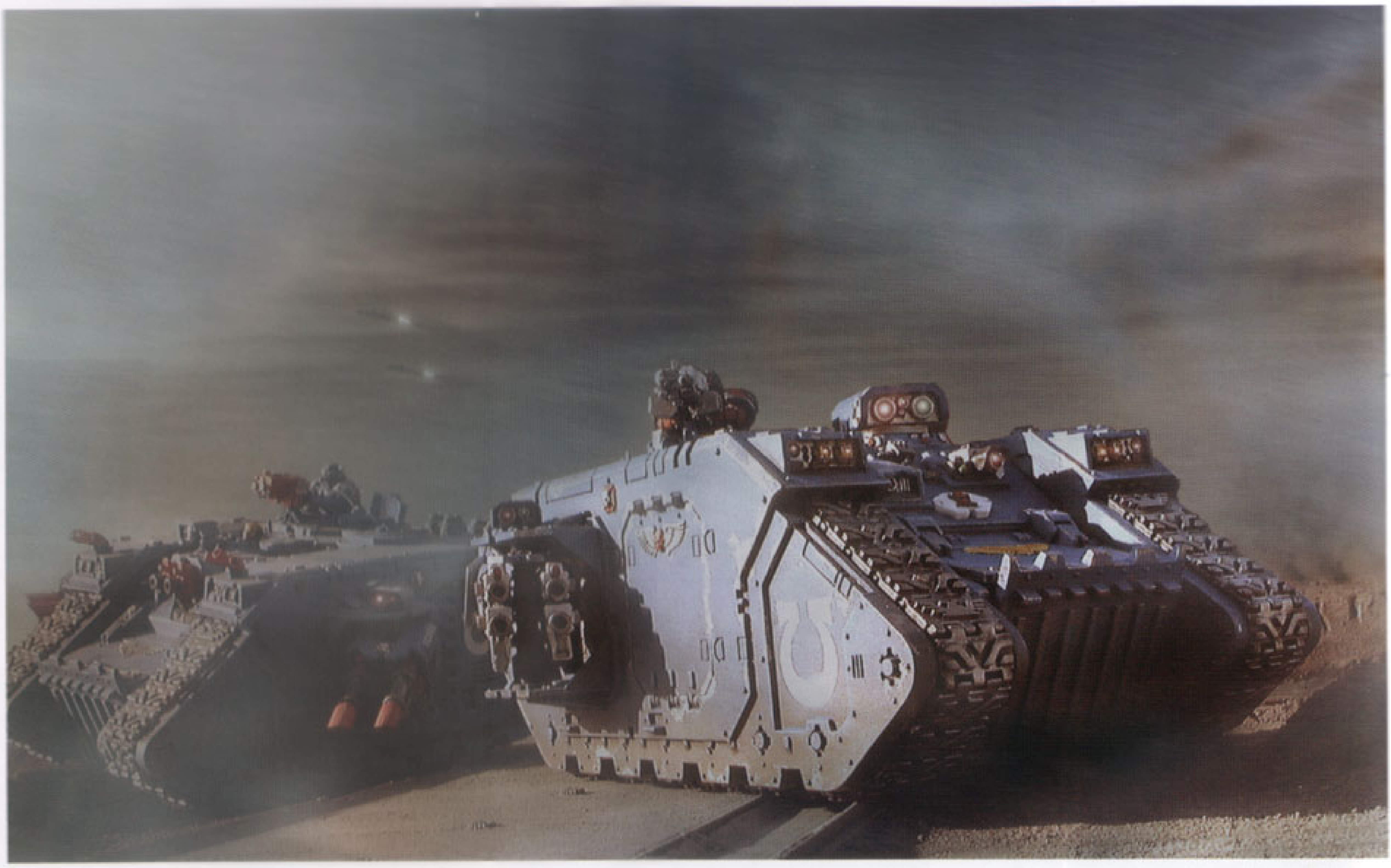
Land Raider Prometheus of the Howling Griffons Chapter. It bears the skull badge of a command unit. Dennar IV Rebellion.



Land Raider Prometheus of the Avenging Sons Chapter. This vehicle is part of the permanent established strength of the veteran first company, used a combined command vehicle and Terminator transport.



Land Raider Prometheus of the Dark Angels Chapter. This vehicle is part of the Deathwing, the Chapter's famous Terminator company. Traditionally Deathwing adopt an off-white colour scheme rather than the Chapter's dark green, and their transport vehicles are also predominantly white.



LAND RAIDER PROMETHEUS

	Points	Front Armour	Side Armour	Rear Armour	BS
Prometheus	270	14	14	14	4

Thought for the day:
A wise man learns from the
deaths of others

Type: Tank

Crew: Space Marines

Weapons: The Land Raider Prometheus is armed with two twin-linked heavy bolters in each sponson and a pintle-mounted storm bolter.

Options: The Land Raider Prometheus may be given any of the following from the Space Marine Codex: dozer-blade, extra armour, hunter-killer missile, searchlight, smoke launchers.

Transport: The Land Raider Prometheus can carry up to ten Space Marines. It may not carry Space Marines with jump packs. It may carry up to five Space Marines in Terminator armour.

Transport Option: The Land Raider Prometheus is a Transport option for a Space Marine Command squad.

Access Points: 3. The Land Raider Prometheus has two side doors and a front ramp, any of which can be used as access points by the passengers.

Fire Points: 0

SPECIAL RULES

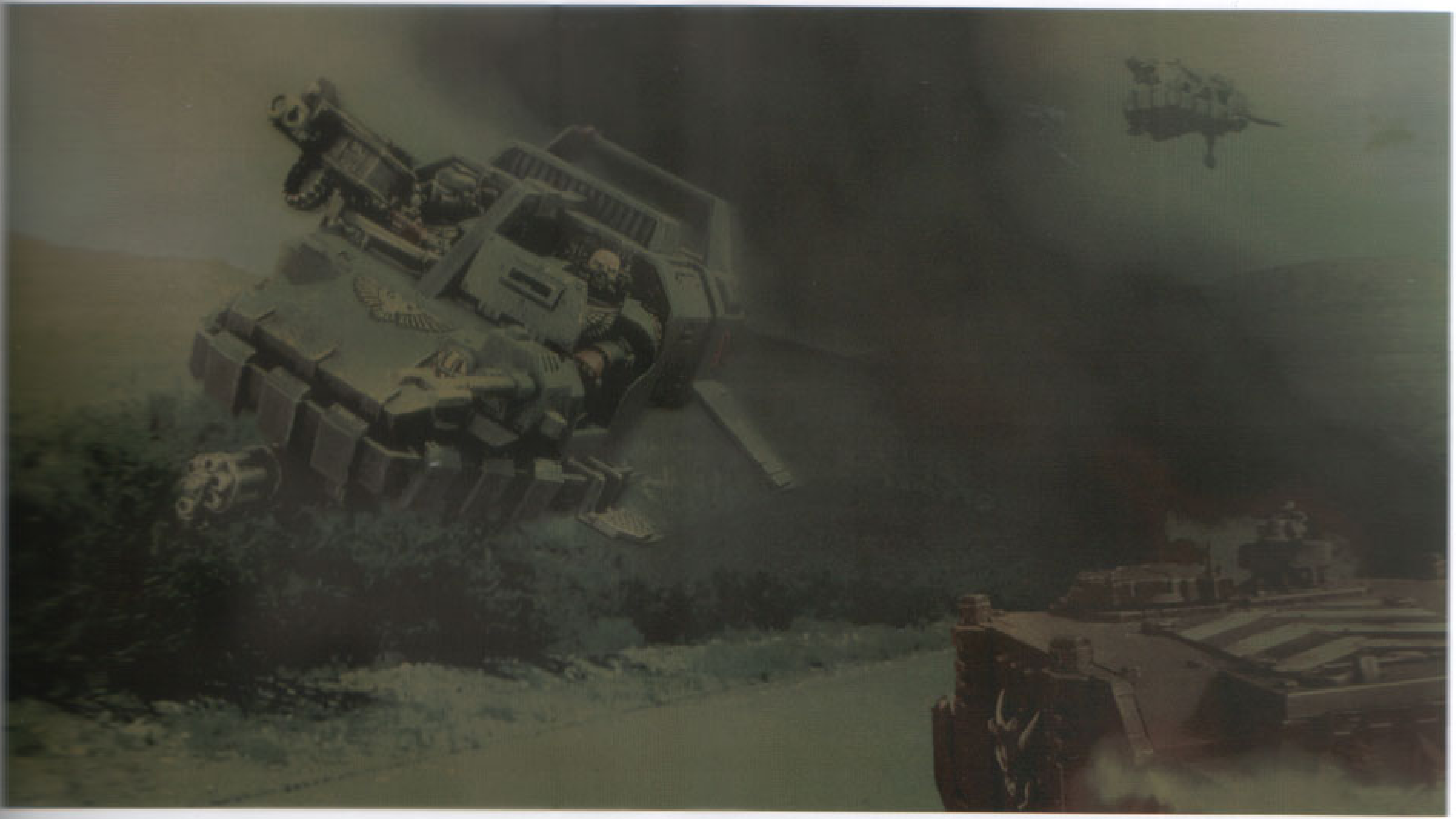
Fire Control: The Space Marine gunner is assisted in selecting and targeting the enemy by the Machine Spirit. The Land Raider may always fire one additional weapon system to those it would normally be able to fire. This shot may be against a different target to that engaged by the crew. Automatic targeting is less accurate than if directed by a Space Marine and is conducted with BS2. If crew are stunned or shaken and unable to fire, the Machine Spirit may still fire a weapon using this rule.

Deus Ex Machina: If the crew are stunned and unable to direct the Land Raider, then the Machine Spirit will take over temporarily. The Land Raider may be moved directly forward (yes, this means a straight line) up to its maximum move.

The Land Raider is fully submersible to 36.57m. This doesn't mean that it won't throw a track on a reef or get bogged down in a river bed so they are immobilised as normal by difficult terrain.

Improved Comms: The Prometheus is equipped with extra sensors and communications equipment. The Prometheus is always equipped with improved comms. The Space Marine player may re-roll one Reserve roll per turn.

LAND SPEEDER



The Land Speeder is a high-speed reconnaissance and attack craft, utilising anti-grav plates for battlefield mobility. It is one of the few vehicles employed by the Imperium's fighting forces that still use this rare and secretive technology.

History

It is thought that Mankind once made far wider use of anti-grav technology. Today, it is an almost lost art. Whilst other alien races, like the Eldar and Tau, have developed far superior anti-gravitic drives, the Adeptus Mechanicus regard it as a 'black' technology, and any Magos found to be experimenting in xenos-tainted gravity technology could expect to face the strongest sanctions.

It is likely that there would be no anti-grav vehicles remaining at all if it were not for Techno-Archaeologist Arkhan Land's famous expedition into the Librarius Omnis on Mars. It was during Land's search that he discovered information on anti-gravitic plates, and the theories of their uses. It took many years, (and Land did not live to see its fruition) but these finds would eventually lead to the development of Land's Speeder.

The first of these high-speed, ground-skimming vehicles entered service towards the end of the Great Crusades. Then they served in all arms of Mankind's forces, but now those that remain, and all those that are newly constructed, are allotted only to the Space Marine Chapters. They are far too precious and complex to be risked in the hands of Imperial Guardsmen.

Service History

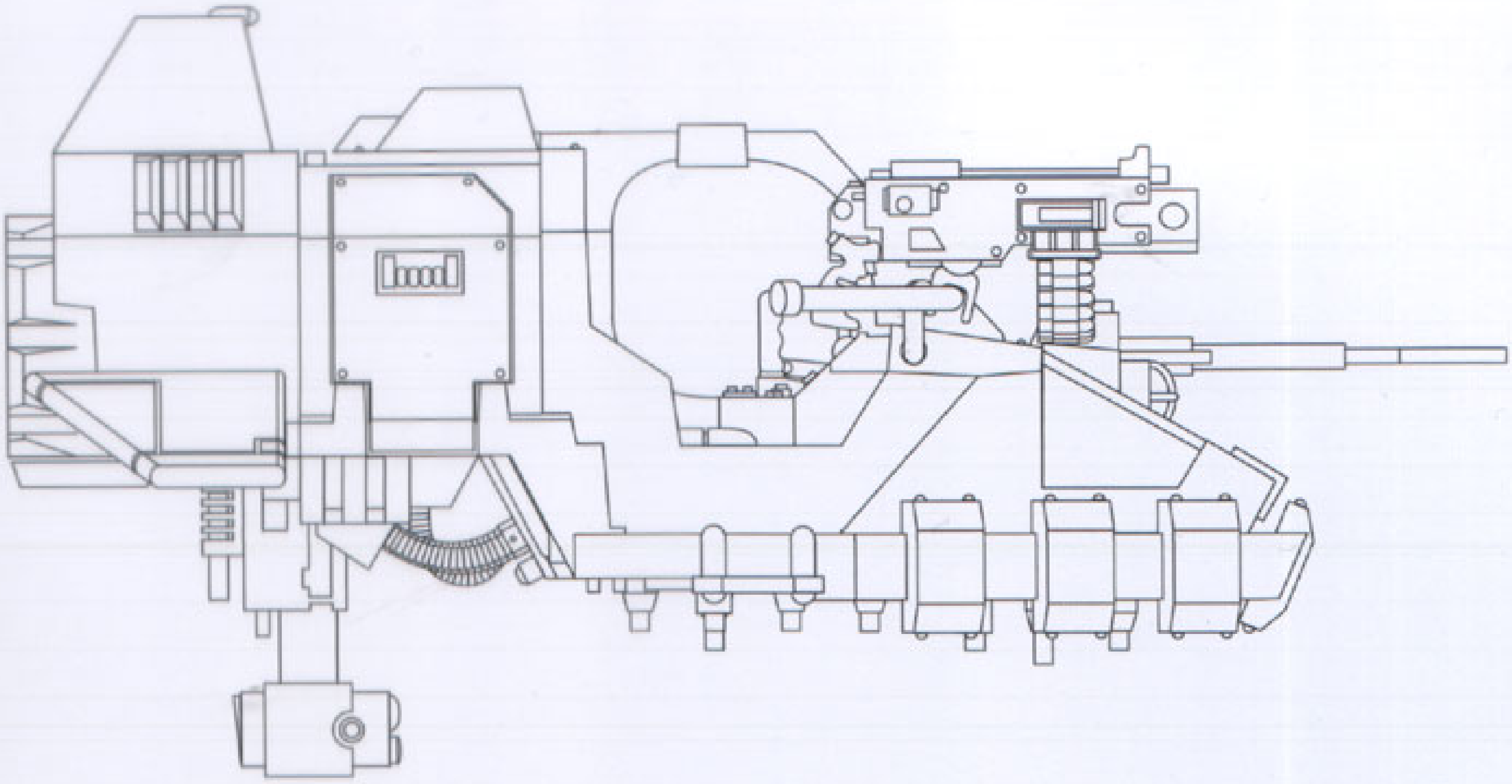
Since its first use there have been many variants and patterns of Land Speeder. The most common are the Tornado and Typhoon. These two are the heaviest armed variants, with multiple heavy weapons to lend a Chapter a strong, flexible core of rapidly deployable firepower. Land Speeders are often called upon to operate as a strike force's rapid reaction force, held in reserve to quickly intercept enemy counter-attacks. Striking fast and hard they fight delaying actions, harassing enemy columns whilst the rest of a Space Marine force moves into position.

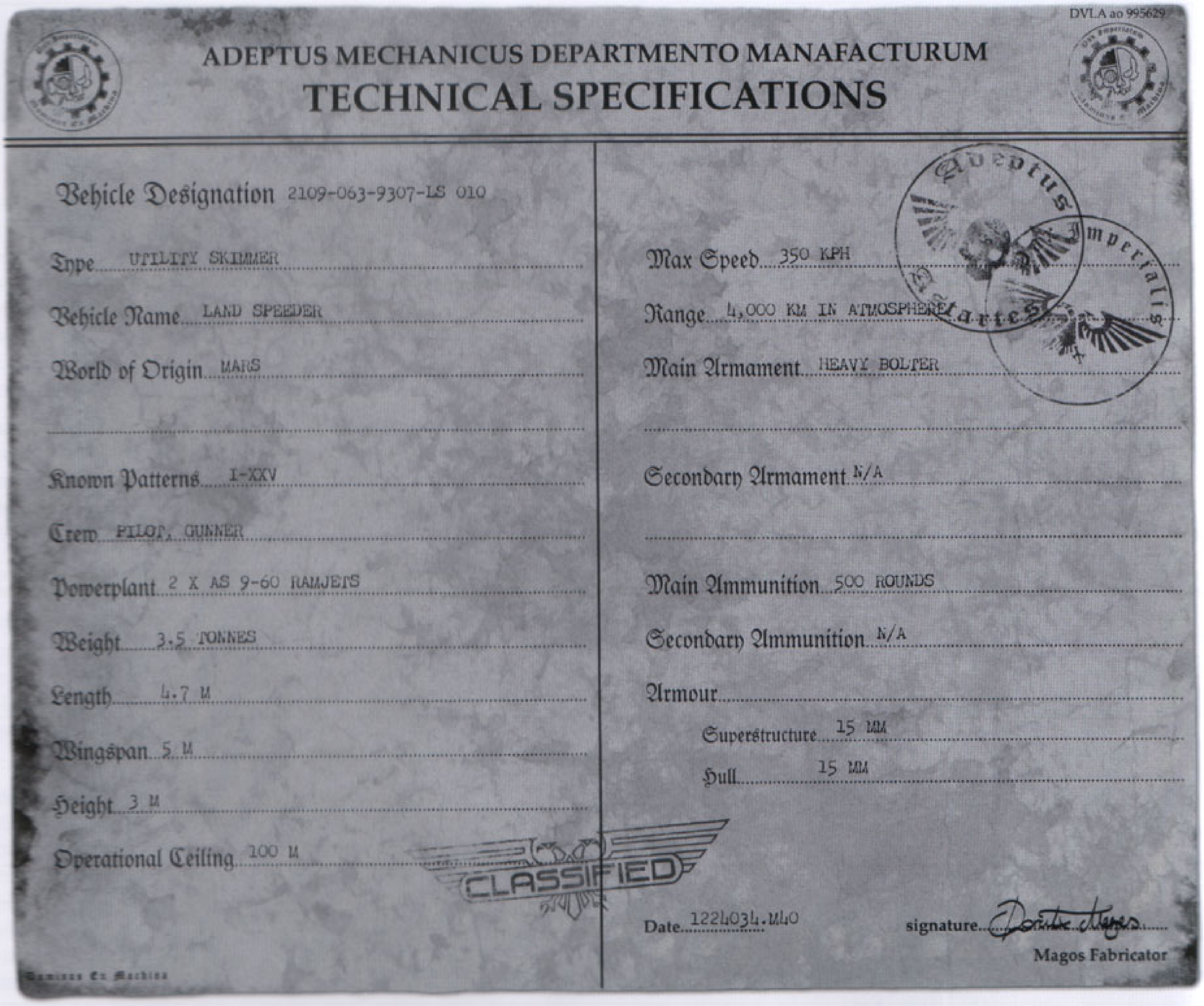
Whilst each Space Marine company has its own Land Speeders, dedicated to supporting their own squads, the majority of a Chapter's Land Speeder force is contained within the four reserve companies. In total, a typical Chapter might be able to field 50 plus Land Speeders of all types.

Notable Features

The most notable feature of the Land Speeder is its anti-gravitic plates. The mysteries of how such technology works is the reserve of a few high ranking Tech-Magos and the Techmarines, who are inducted into the art of anti-gravitic construction as part of their training with the Adeptus Mechanicus.

The grav-plates are positioned around the vehicle's nose and cockpit. When activated they work by creating an inverse gravitic field, which is repulsed by a natural gravitic force, thus forcing the vehicle upwards. It is given forward motion by two afterburning ramjets. Using its grav-plates and engines a Land Speeder can climb to approximately 100 metres, but at this height it becomes vulnerable to faster enemy aircraft. Standard combat doctrine dictates that Land Speeders should use the ground as cover, making them harder to spot, and far harder to hit.





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ADEPTUS MECHANICUS DEPARTMENTO MANAFACTURUM

TECHNICAL SPECIFICATIONS

Vehicle Designation 2109-063-9307-LS 010

Type UTILITY SKIMMER

Vehicle Name LAND SPEEDER

World of Origin MARS

Known Patterns I-XXV

Crew PILOT, GUNNER

Powerplant 2 X AS 9-60 RAMJETS

Weight 3.5 TONNES

Length 4.7 M

Wingspan 5 M

Height 3 M

Operational Ceiling 100 M

Max Speed 350 KPH

Range 4,000 KM IN ATMOSPHERE

Main Armament HEAVY BOLTER

Secondary Armament N/A

Main Ammunition 500 ROUNDS

Secondary Ammunition N/A

Armour

Superstructure 15 MM

Hull 15 MM

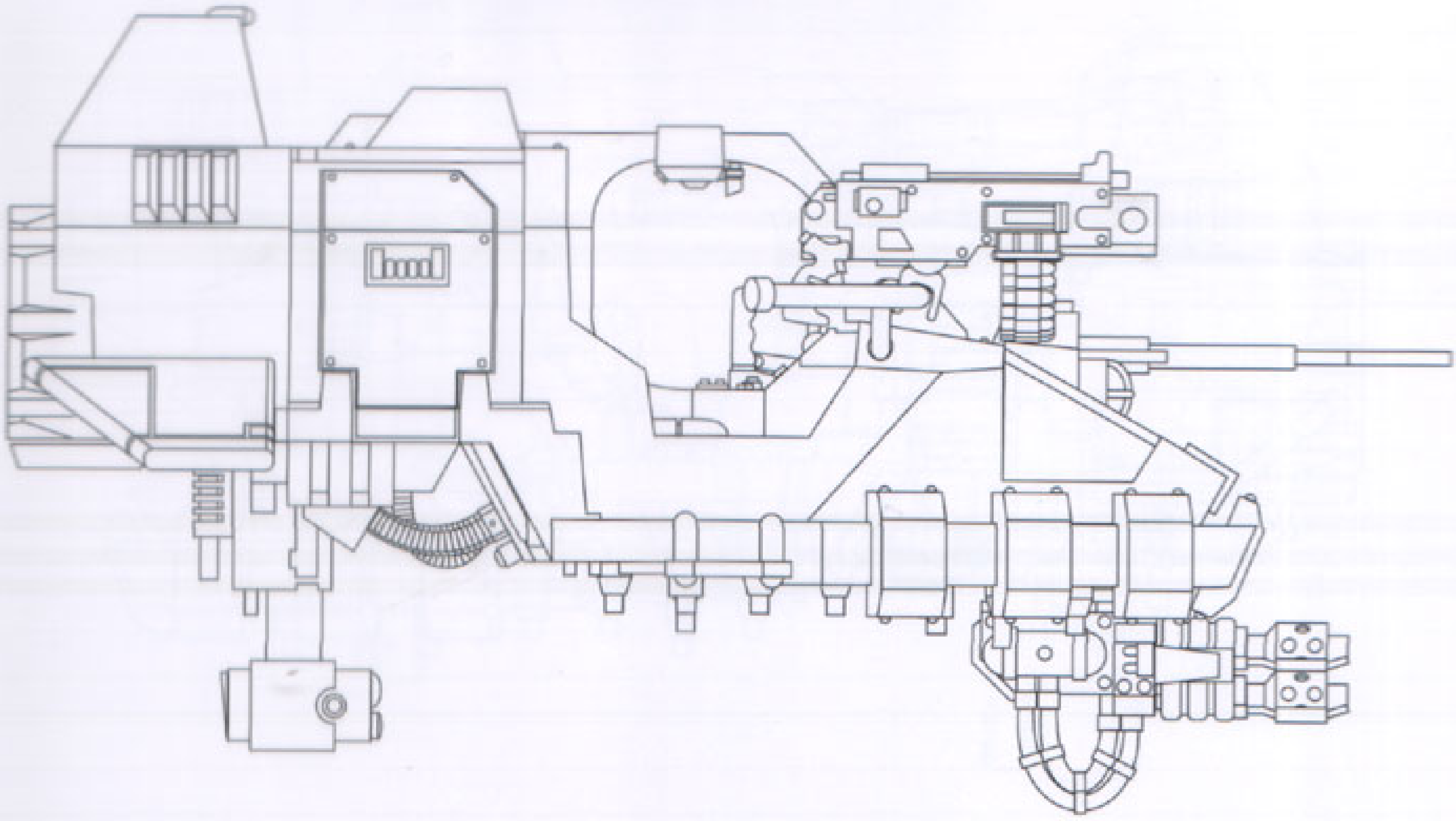
CLASSIFIED

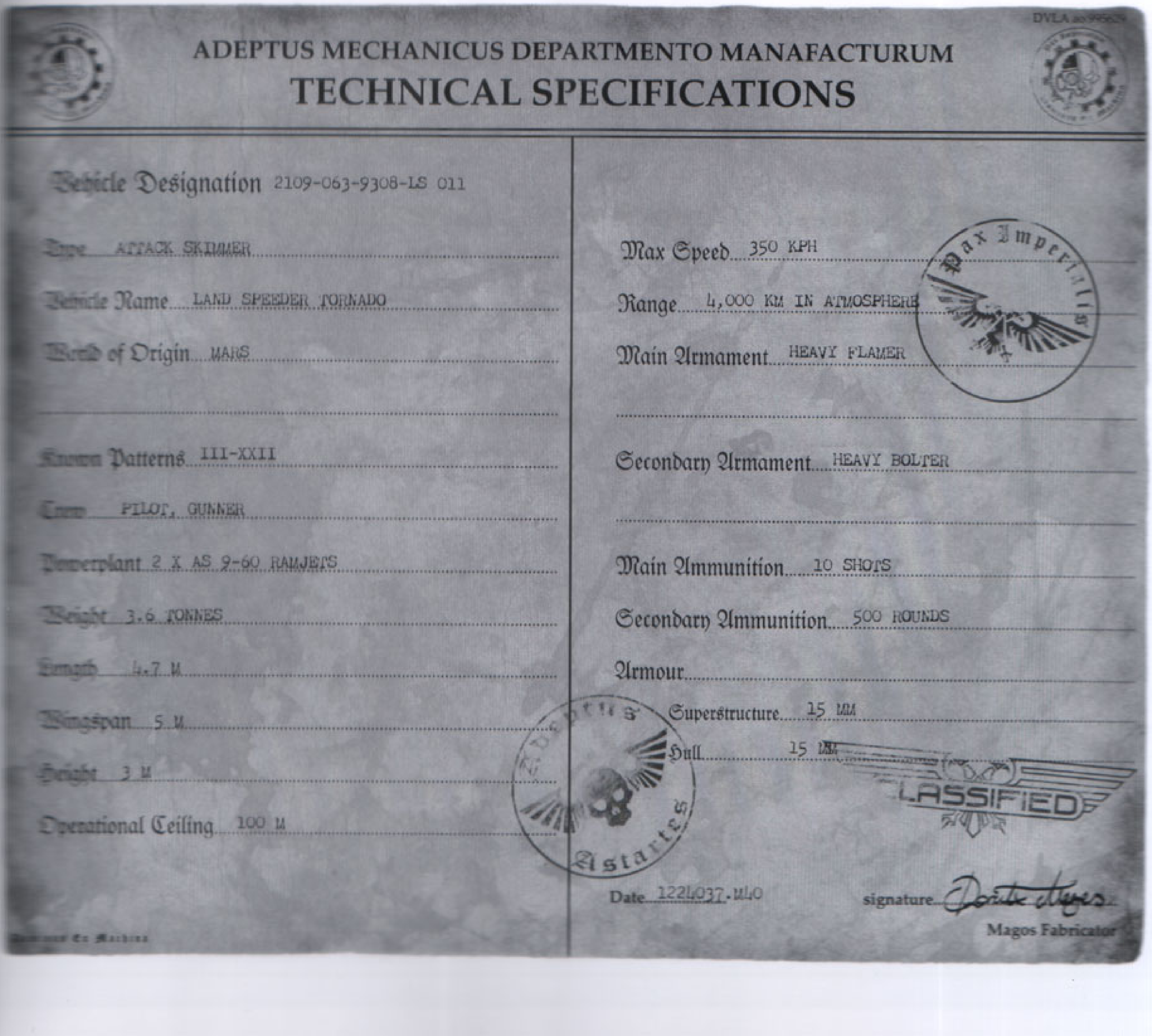
Date 1224034.M40

signature

Magos Fabricator

[illegible] Ex Machina





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ADEPTUS MECHANICUS DEPARTMENTO MANAFACTURUM

TECHNICAL SPECIFICATIONS

Vehicle Designation 2109-063-9308-LS 011

Type ATTACK SKIMMER

Vehicle Name LAND SPEEDER TORNADO

World of Origin MARS

Known Patterns III-XXII

Crew PILOT, GUNNER

Powerplant 2 X AS 9-60 RAMJETS

Weight 3.6 TONNES

Length 4.7 M

Wingspan 5 M

Height 3 M

Operational Ceiling 100 M

Max Speed 350 KPH

Range 4,000 KM IN ATMOSPHERE

Main Armament HEAVY FLAMER

Secondary Armament HEAVY BOLTER

Main Ammunition 10 SHOTS

Secondary Ammunition 500 ROUNDS

Armour

Superstructure 15 MM

Hull 15 MM

Pax Imperialis

Adeptus Astartes

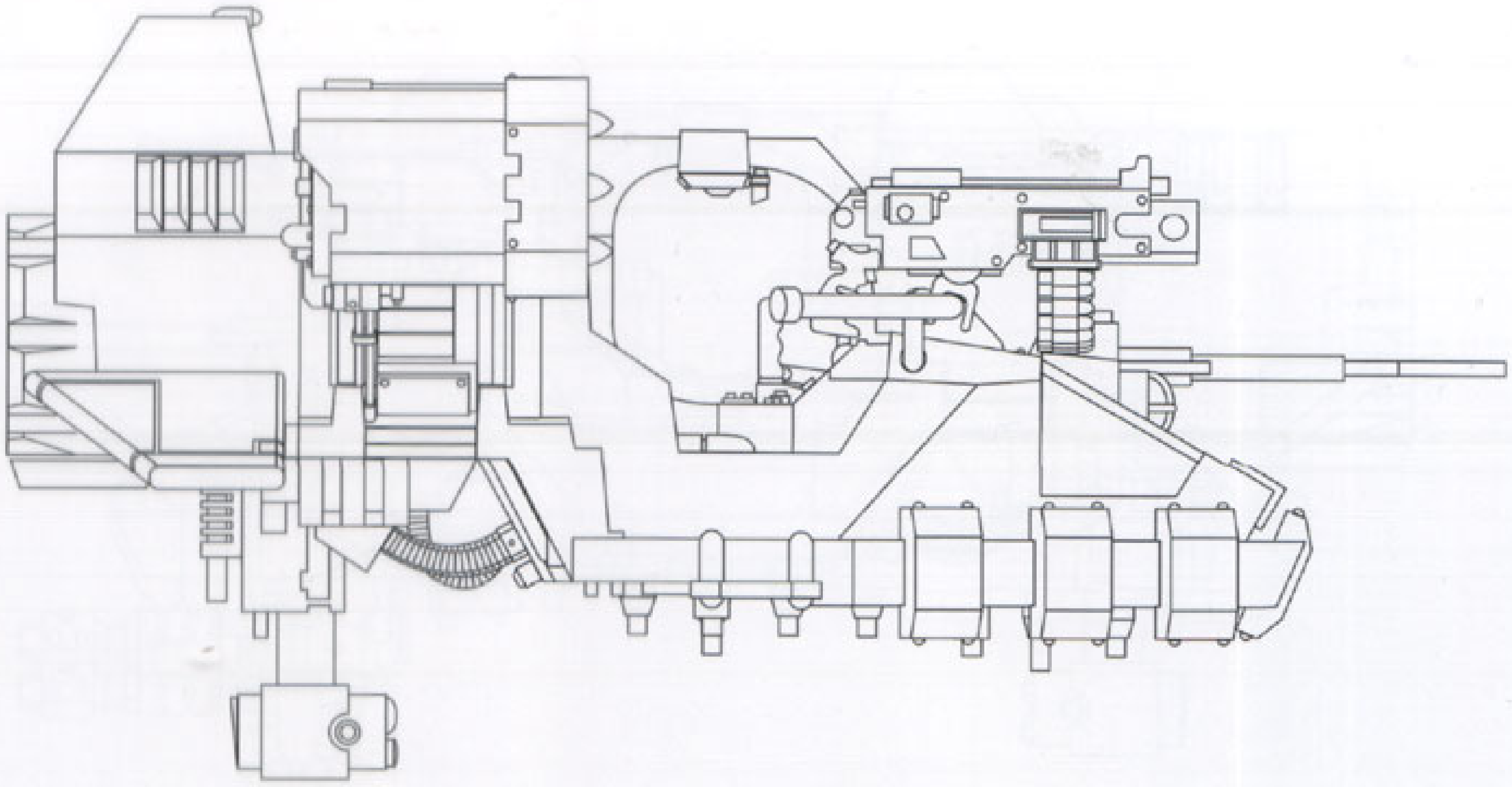
LASSIFIED

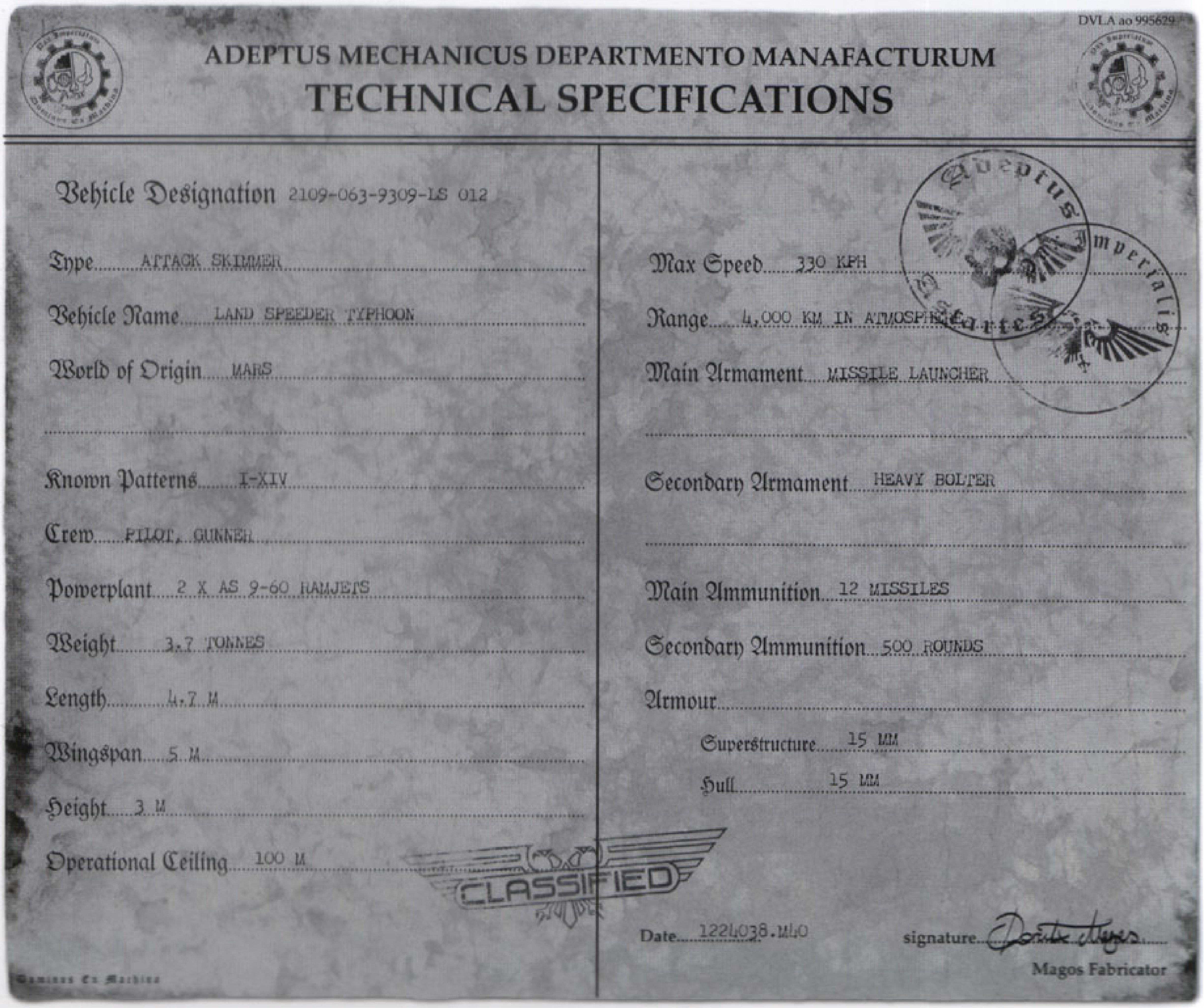
Date 1224037.M40

signature

Magos Fabricator

[illegible] Ex Machina





DVLA ao 995629

ADEPTUS MECHANICUS DEPARTMENTO MANAFACTURUM

TECHNICAL SPECIFICATIONS

Vehicle Designation 2109-063-9309-LS 012

Type ATTACK SKIMMER

Vehicle Name LAND SPEEDER TYPHOON

World of Origin MARS

Known Patterns I-XIV

Crew PILOT, GUNNER

Powerplant 2 X AS 9-60 RAMJETS

Weight 3.7 TONNES

Length 4.7 M

Wingspan 5 M

Height 3 M

Operational Ceiling 100 M

Max Speed 330 KPH

Range 4,000 KM IN ATMOSPHERE

Main Armament MISSILE LAUNCHER

Secondary Armament HEAVY BOLTER

Main Ammunition 12 MISSILES

Secondary Ammunition 500 ROUNDS

Armour

Superstructure 15 MM

Hull 15 MM

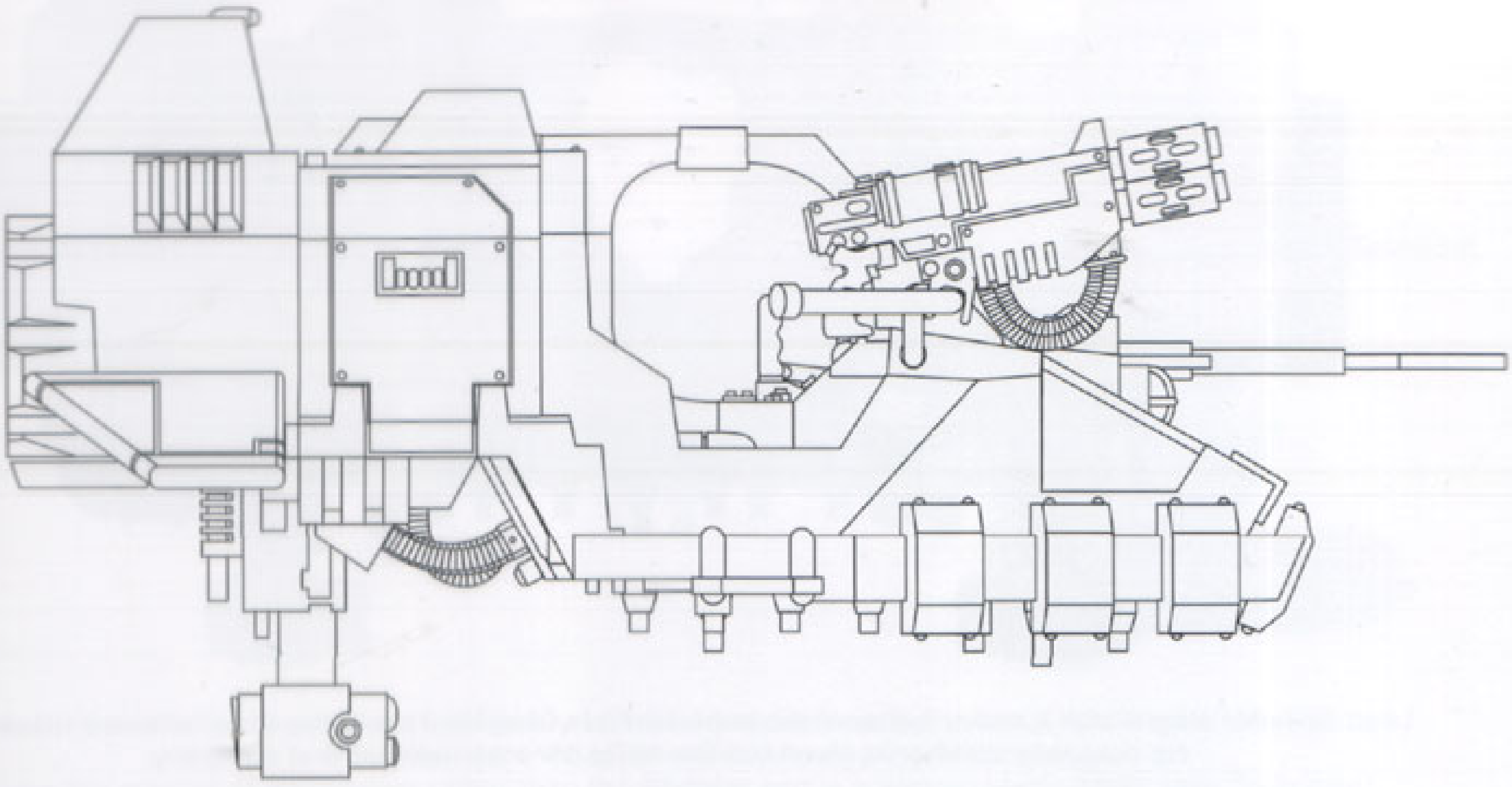
CLASSIFIED

Date 1224038.M40

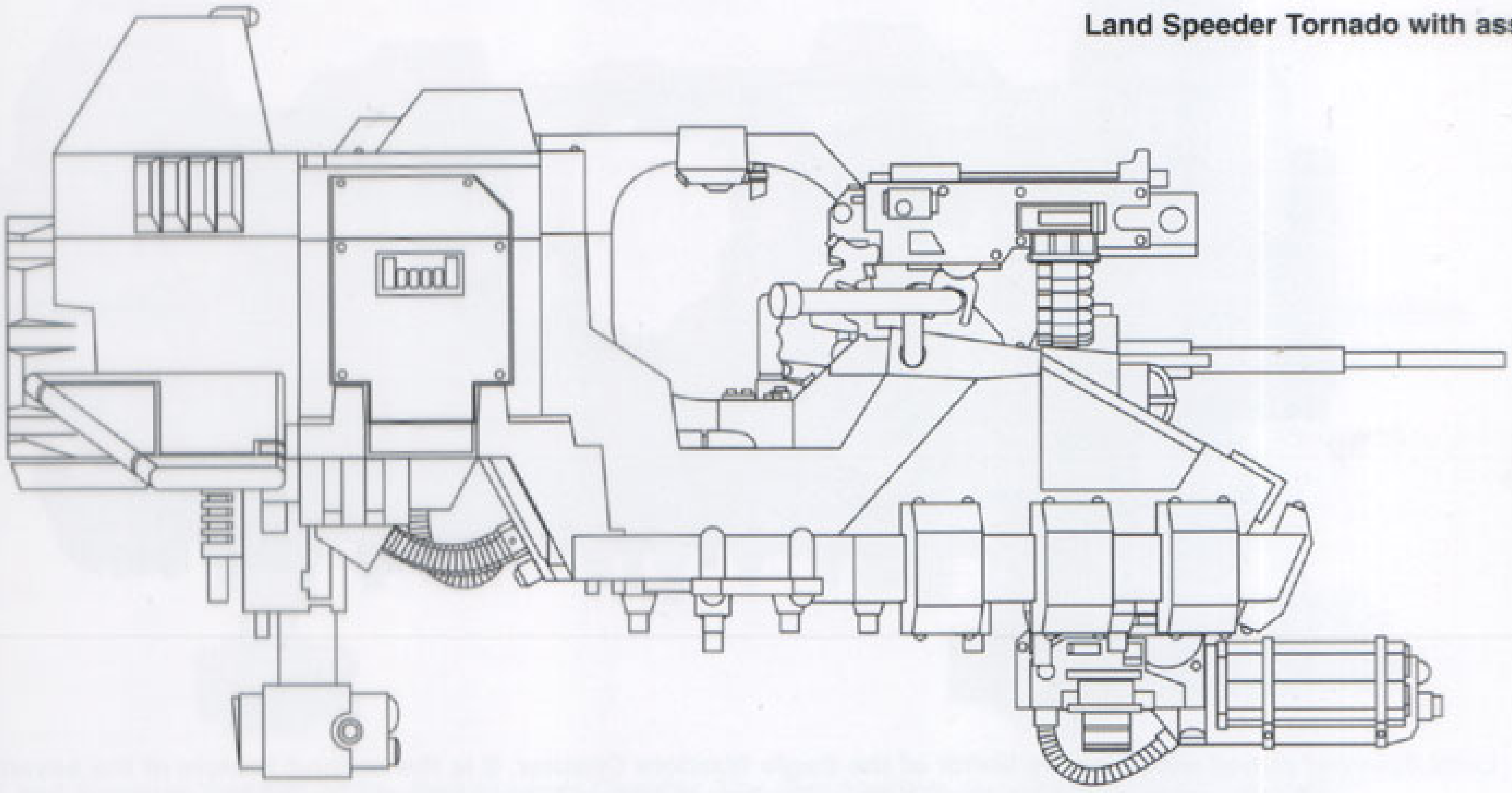
signature

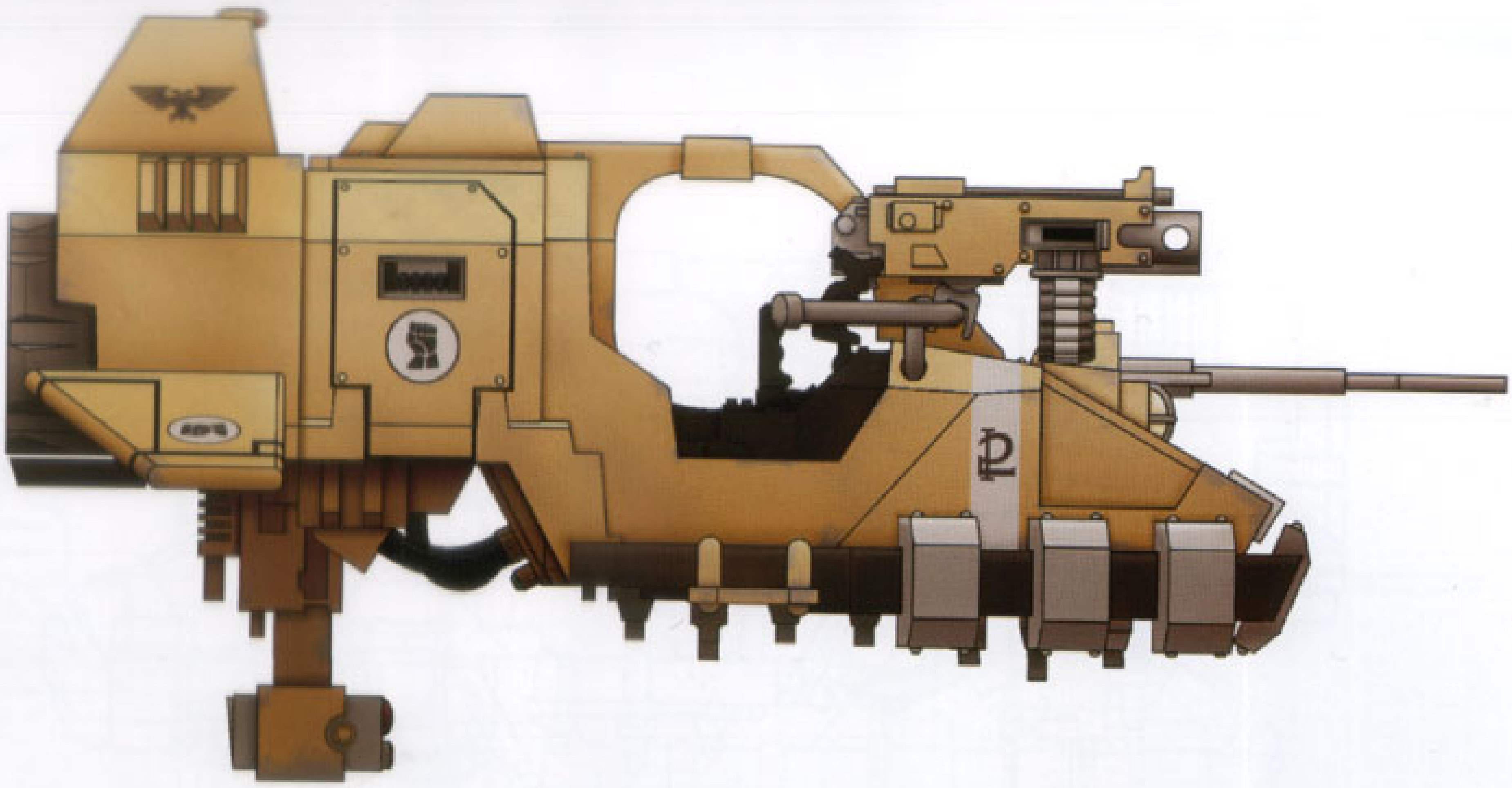
Magos Fabricator

Land Speeder armed with multi-melta

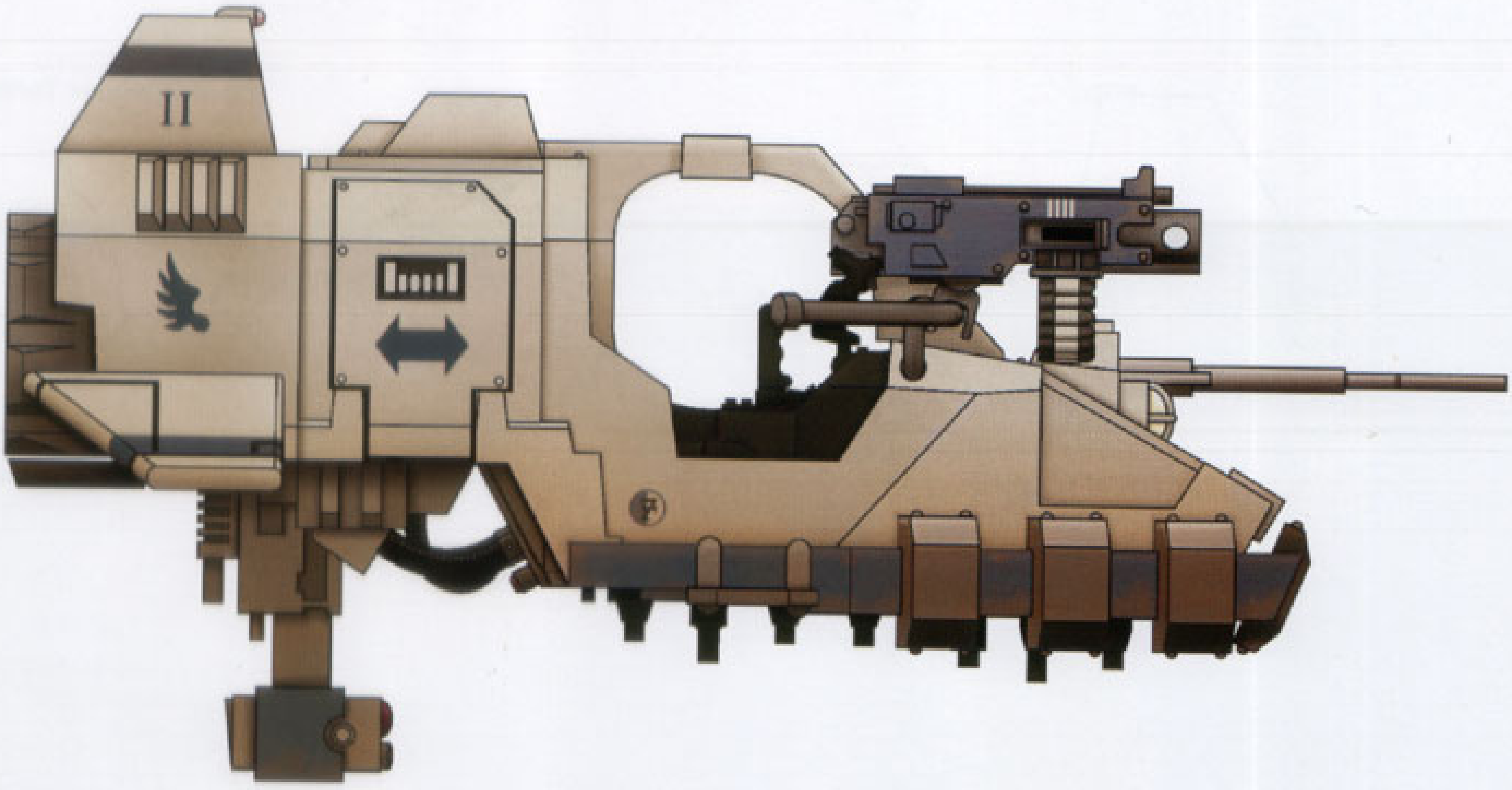


Land Speeder Tornado with assault cannon

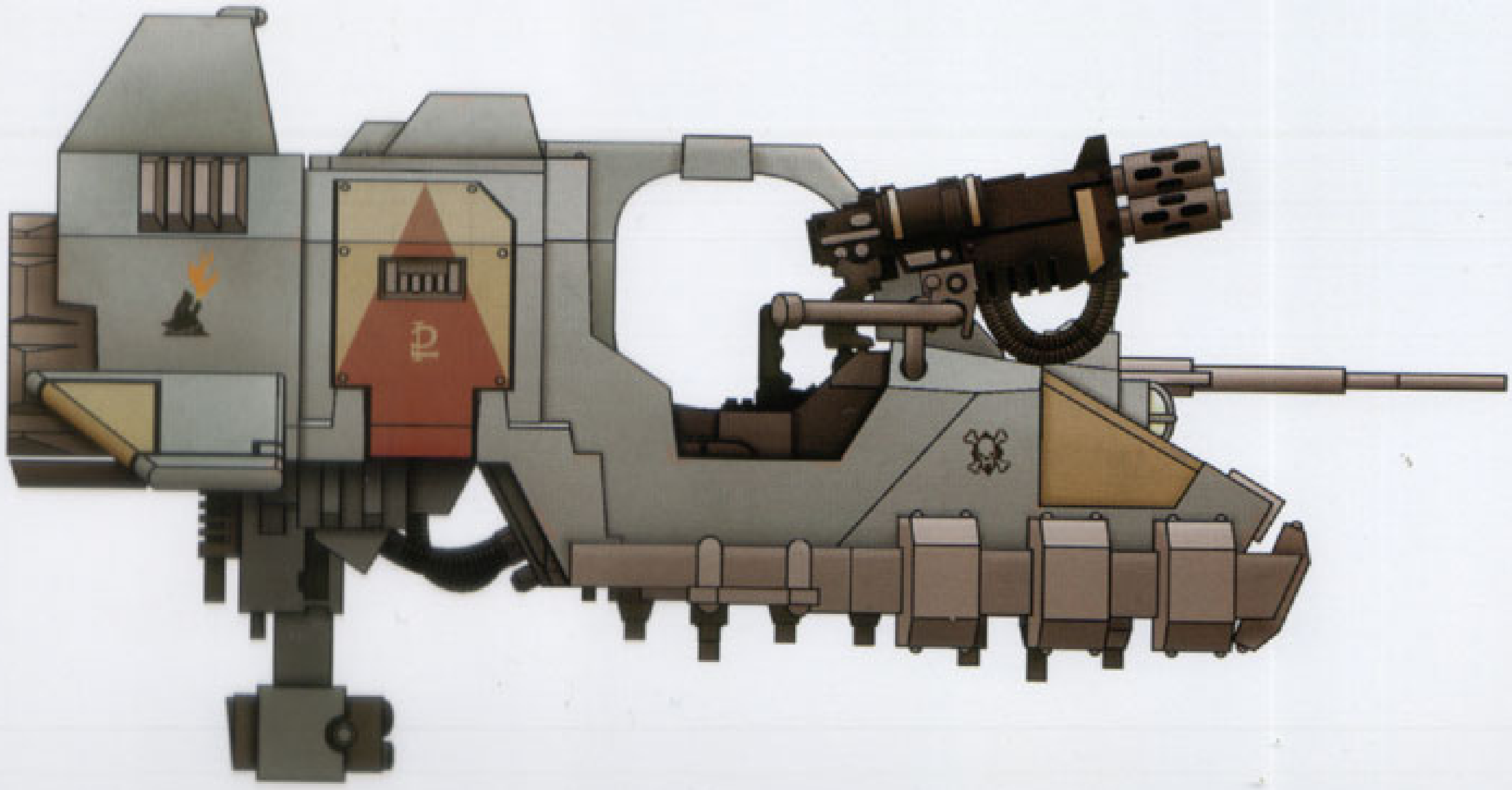




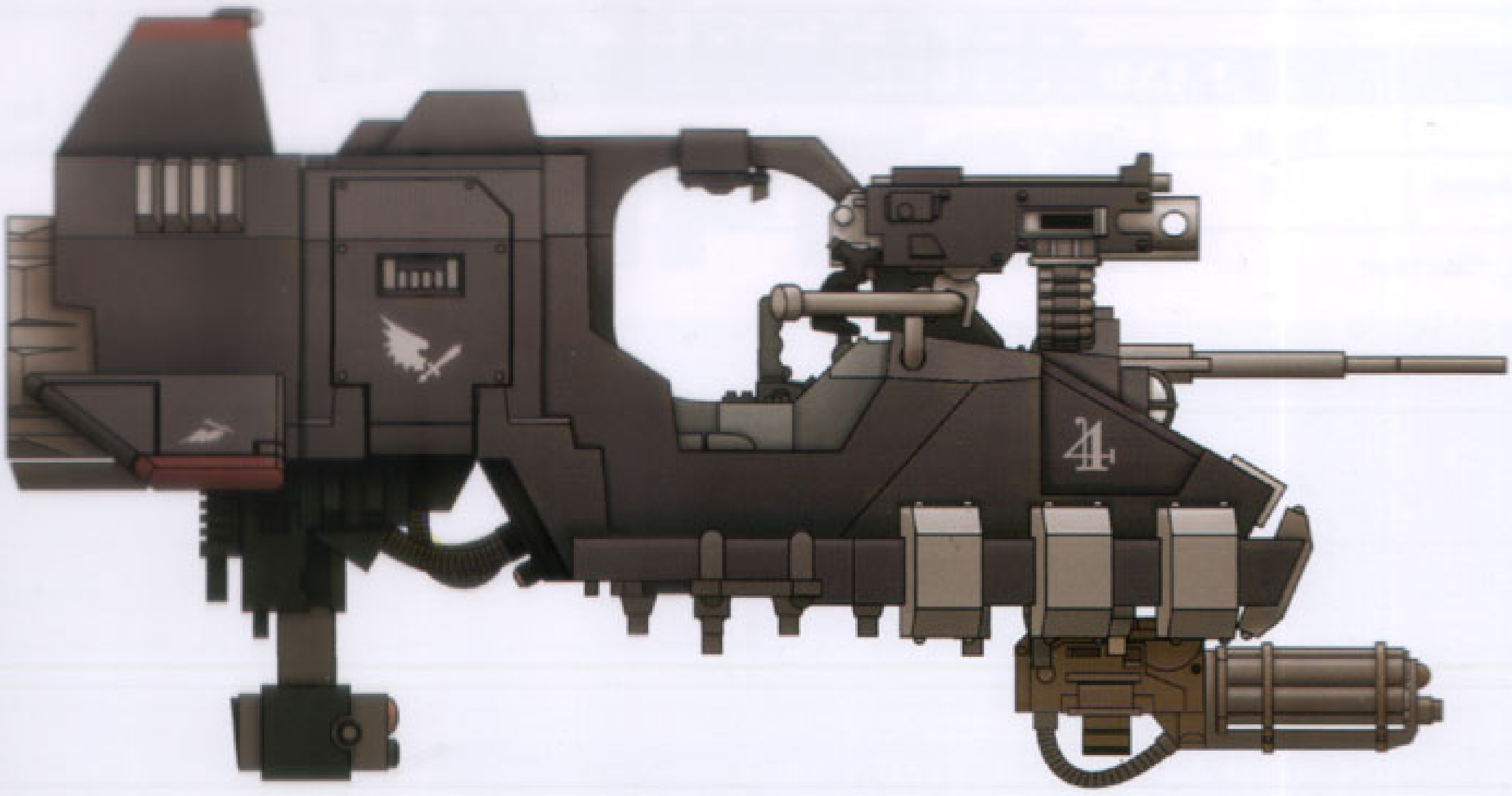
Land Speeder armed with a heavy bolter of the Imperial Fists Chapter. This is the Chapter's second vehicle. No company number is given but the white bar may indicate first company.



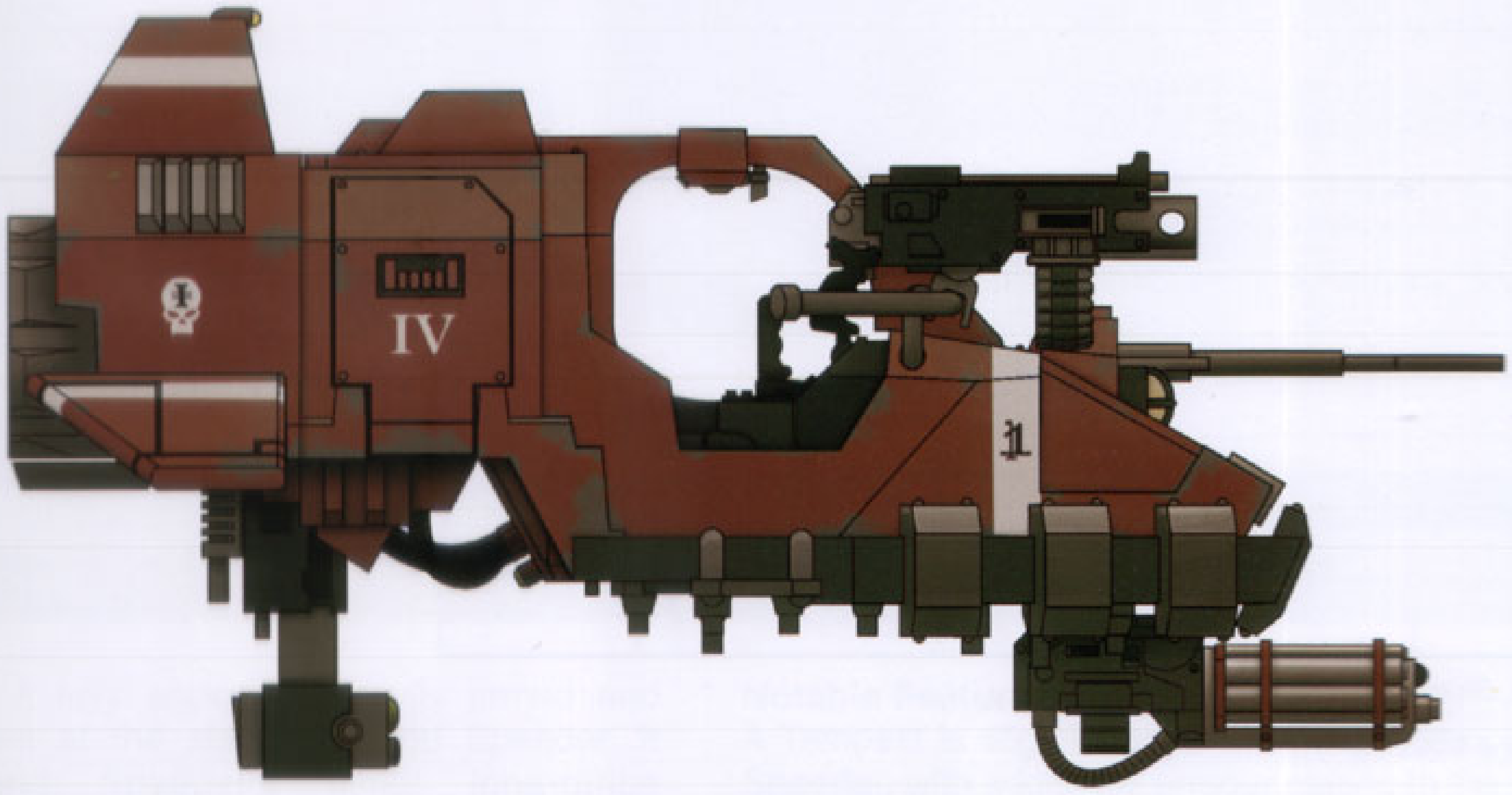
Land Speeder armed with a heavy bolter of the Eagle Warriors Chapter. It is the second vehicle of the seventh company. Note the kill markings on the heavy bolter. Balur Secundus Strike Force.



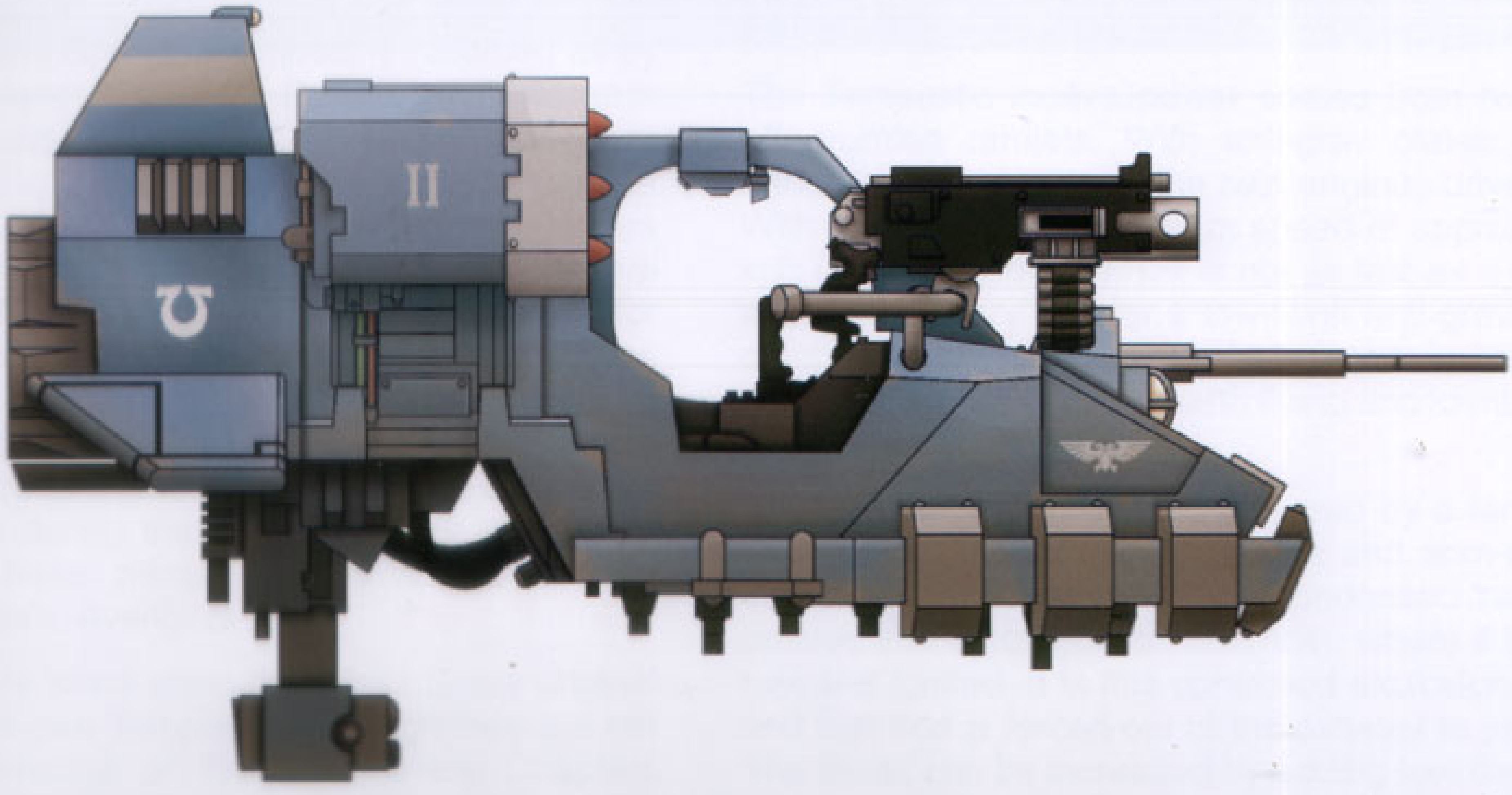
Land Speeder armed with a multi-melta of the Space Wolves Chapter. Sven Bloodhowl's Great Company, identified by the wolf symbol of the Firebreather.



Land Speeder Tornado armed with heavy bolter and assault cannon of the Dark Angels Chapter.
This is a vehicle of the Chapter's second company, 'Ravenwing'.
It bears the symbol of Ravenwing rather than the Chapter and is coloured black rather than dark green,
a tradition dating back to the Chapter's original colour scheme.



Land Speeder Tornado of the Red Hunters Chapter. The Red Hunters are unique in that they bear
the 'I' of the Inquisition as part of their Chapter badge. Why this is so is unknown,
although the Red Hunters have been willing to serve en-masse under Inquisitor Lords in the past.



Land Speeder Typhoon of the Ultramarines Chapter. This vehicle is from the Chapter's eighth company,
indicated by the grey band on the tail fin. Attached to Strike Force Idaeus, during Explorator Force Delpha protection duty.

LAND SPEEDER

	Points	Front Armour	Side Armour	Rear Armour	BS
Land Speeder	50	10	10	10	4

Type: Fast, Skimmer

Crew: Space Marines

Thought for the day:
Better to self-destruct than acquiesce

Weapons: The Land Speeder is armed with a heavy bolter.

Options: The Land Speeder may upgraded its heavy bolter for a multi-melta at an additonal cost of +15 pts.

Fast Attack: A squadron of 1-3 Land Speeders (of any type) is a Fast Attack choice for a Space Marine army.

LAND SPEEDER TORNADO

	Points	Front Armour	Side Armour	Rear Armour	BS
Tornado	75	10	10	10	4

Type: Fast, Skimmer

Crew: Space Marines

Thought for the day:
We cannot afford mercy

Weapons: The Land Speeder Tornado is armed with a heavy bolter and a heavy flamer.

Options: The Tornado may upgraded its heavy bolter for a multi-melta at an additonal cost of +15 pts. The heavy flamer may be upgraded to an assault cannon at an additional cost of +10 pts.

Fast Attack: A squadron of 1-3 Land Speeders (of any type) is a Fast Attack choice for a Space Marine army.

LAND SPEEDER TYPHOON

	Points	Front Armour	Side Armour	Rear Armour	BS
Typhoon	75	10	10	10	4

Type: Fast, Skimmer

Crew: Space Marines

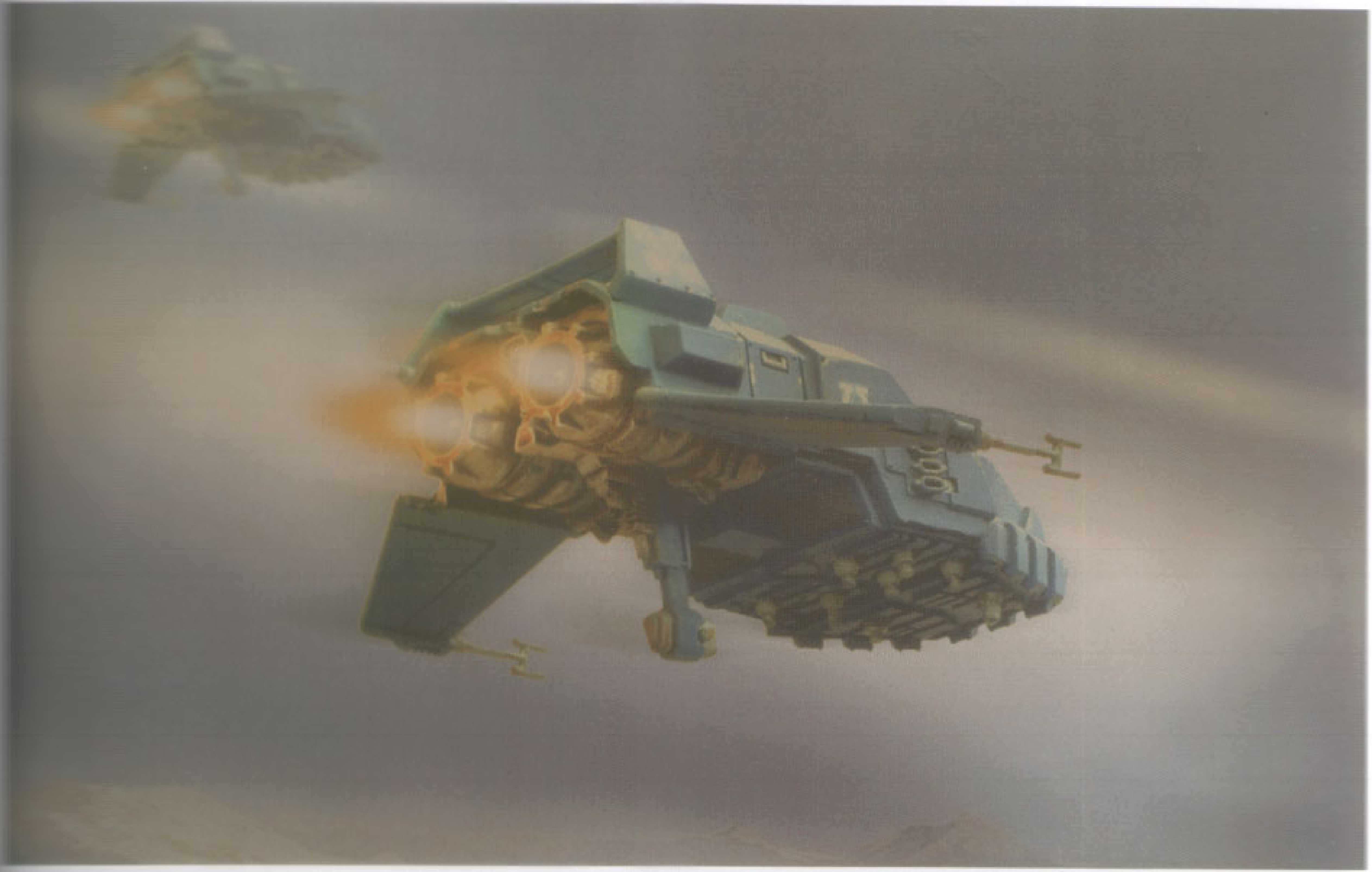
Thought for the day:
Reach out to embrace the glories
that will come

Weapons: The Land Speeder Typoon is armed with a heavy bolter and twin-linked missile launchers.

Options: The Typoon may upgraded its heavy bolter for a multi-melta at an additonal cost of +15 pts.

Fast Attack: A squadron of 1-3 Land Speeders (of any type) is a Fast Attack choice for a Space Marine army.

LAND SPEEDER
TEMPEST



The Tempest is a fully enclosed, heavily armed and armoured variant of the standard Land Speeder. It forgoes the Land Speeder's usual long-range reconnaissance and patrolling role and is instead a pure gunship, carrying heavy firepower with which to engage enemy infantry and armour.

History

The first use of a Land Speeder Tempest is recorded as by the White Scars Chapter, during the Evacuation of Barac in M38. The White Scars Techmarines developed the variant to provide fast moving fire support for the lightning raids of their bike squads. A squadron of three White Scars Tempests, commanded by Veteran Sergeant Jegun, were credited with the destruction of a Flaming Skulls Traitor Titan Legion Reaver during the campaign. The Chaos Reaver Titan was threatening to overrun the Chapter's rearguard command post as the planet was being evacuated. The Sergeant was killed during the action, his Tempest destroyed during the Titan's fall, but ever since the White Scars have named one of their Tempest squadrons as 'Jegun's Avengers'.

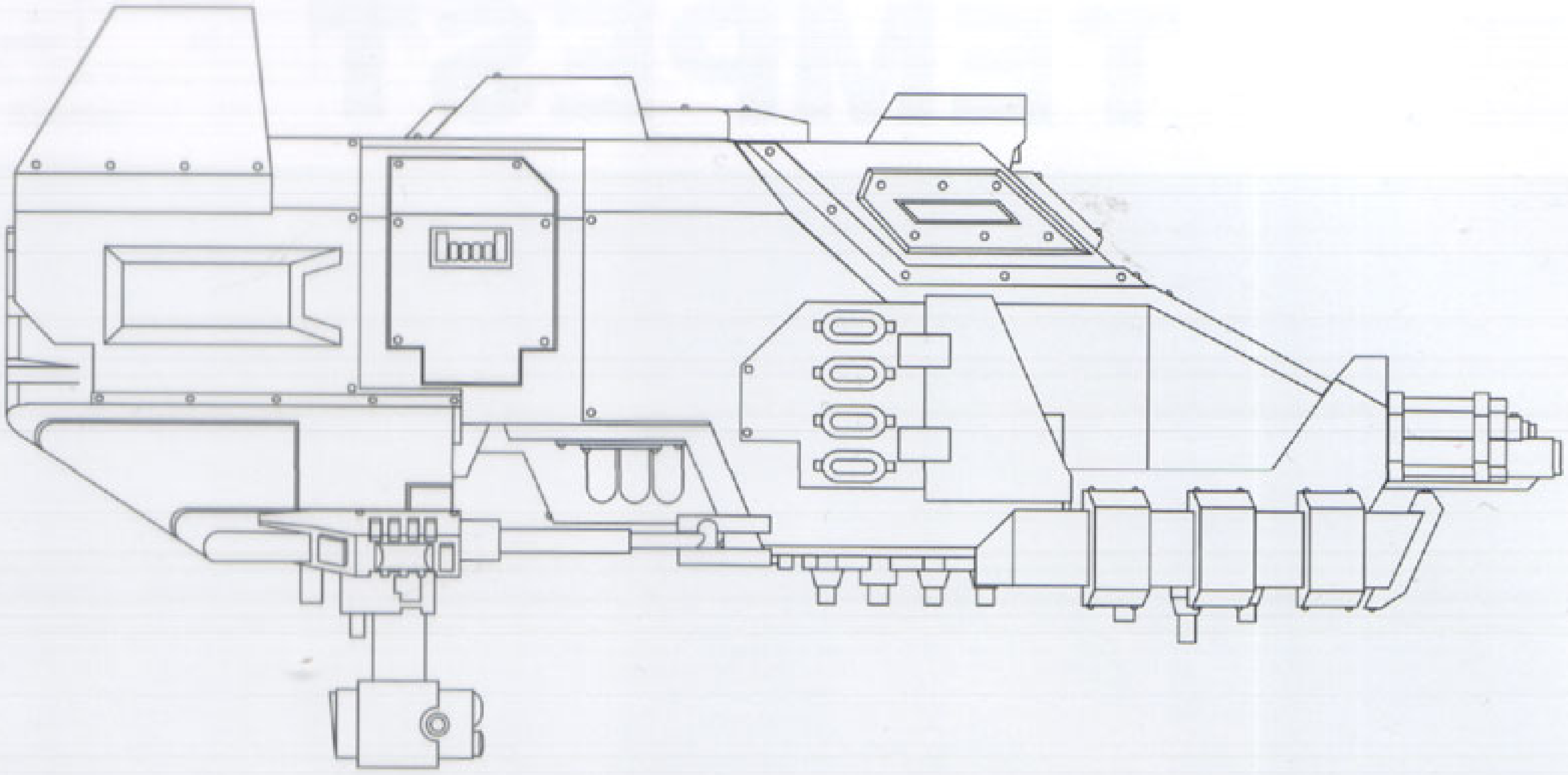
Other Chapters have since used the White Scars original plans to create their own Tempests. Although they are not as common as Tornados or Typhoons, many Chapters have a few Tempests in their armoury.

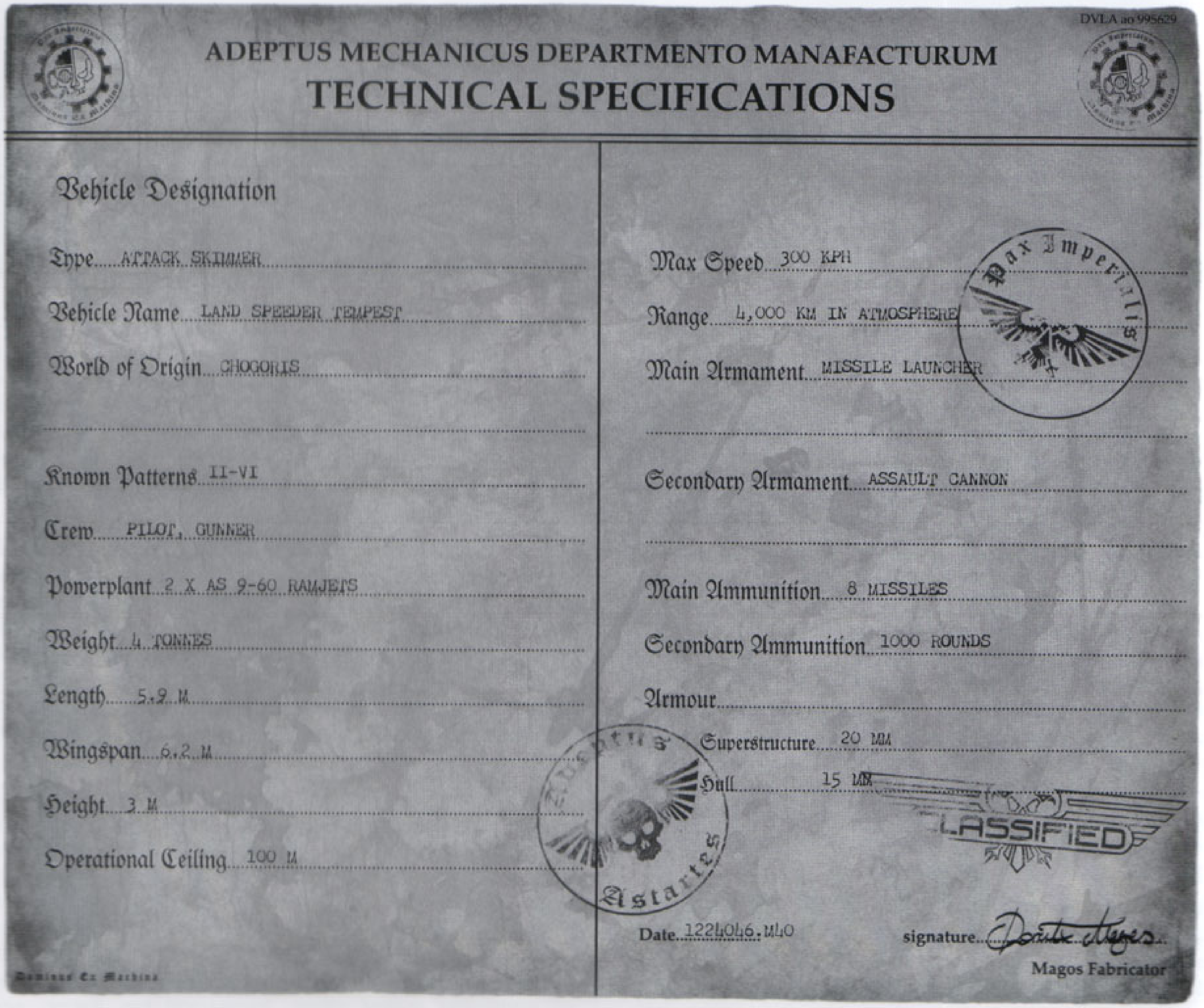
Notable Features

A Tempest is slightly larger than the Codex pattern Land Speeder, with additional armour plating to the front and the increased weapons load this makes it heavier as well. To try and reduce weight the Tempest was reduced to a single-seat vehicle, with the pilot being aided by slave targeting systems and the vehicle's own machine spirit to fulfil the fire control duties of the missing gunner.

The Tempest's motive power comes from two VF-33-SD afterburning ramjets. With anti-grav plates keeping the Land Speeder airborne, the twin engines drive it forwards. With a straight line maximum speed of approximately 350 kph (using afterburners), it is not as fast as a conventional aircraft, but very fast for a low-level anti-grav skimmer. In combat it generally operates at far lower speeds, better for utilising cover, nap of the earth flying and identifying enemy targets.

The VF-33-SD engines are powered by a fan drawing air through the intakes on either side and above the cockpit into an air condensor unit. This condensed 'heavy' air then passes into a combustion chamber, where it is mixed with fuel and ignited. It is this controlled explosion of mixed air and fuel that is forced out of the exhaust to provide thrust. The thrust can be increased by adding fuel directly into the exhaust and igniting it again (afterburning), which provides an additional rocket effect, increasing the thrust, and thereby increasing the vehicle's speed.





DVLA no 995629

ADEPTUS MECHANICUS DEPARTMENTO MANAFACTURUM

TECHNICAL SPECIFICATIONS

Vehicle Designation

Type ATTACK SKIMMER

Vehicle Name LAND SPEEDER TEMPEST

World of Origin CHOGORIS

Known Patterns II-VI

Crew PILOT, GUNNER

Powerplant 2 X AS 9-60 RAMJETS

Weight 4 TONNES

Length 5.9 M

Wingspan 6.2 M

Height 3 M

Operational Ceiling 100 M

Max Speed 300 KPH

Range 4,000 KM IN ATMOSPHERE

Main Armament MISSILE LAUNCHER

Secondary Armament ASSAULT CANNON

Main Ammunition 8 MISSILES

Secondary Ammunition 1000 ROUNDS

Armour

Superstructure 20 MM

Hull 15 MM

Pax Imperialis

Adeptus Astartes

LASSIFIED

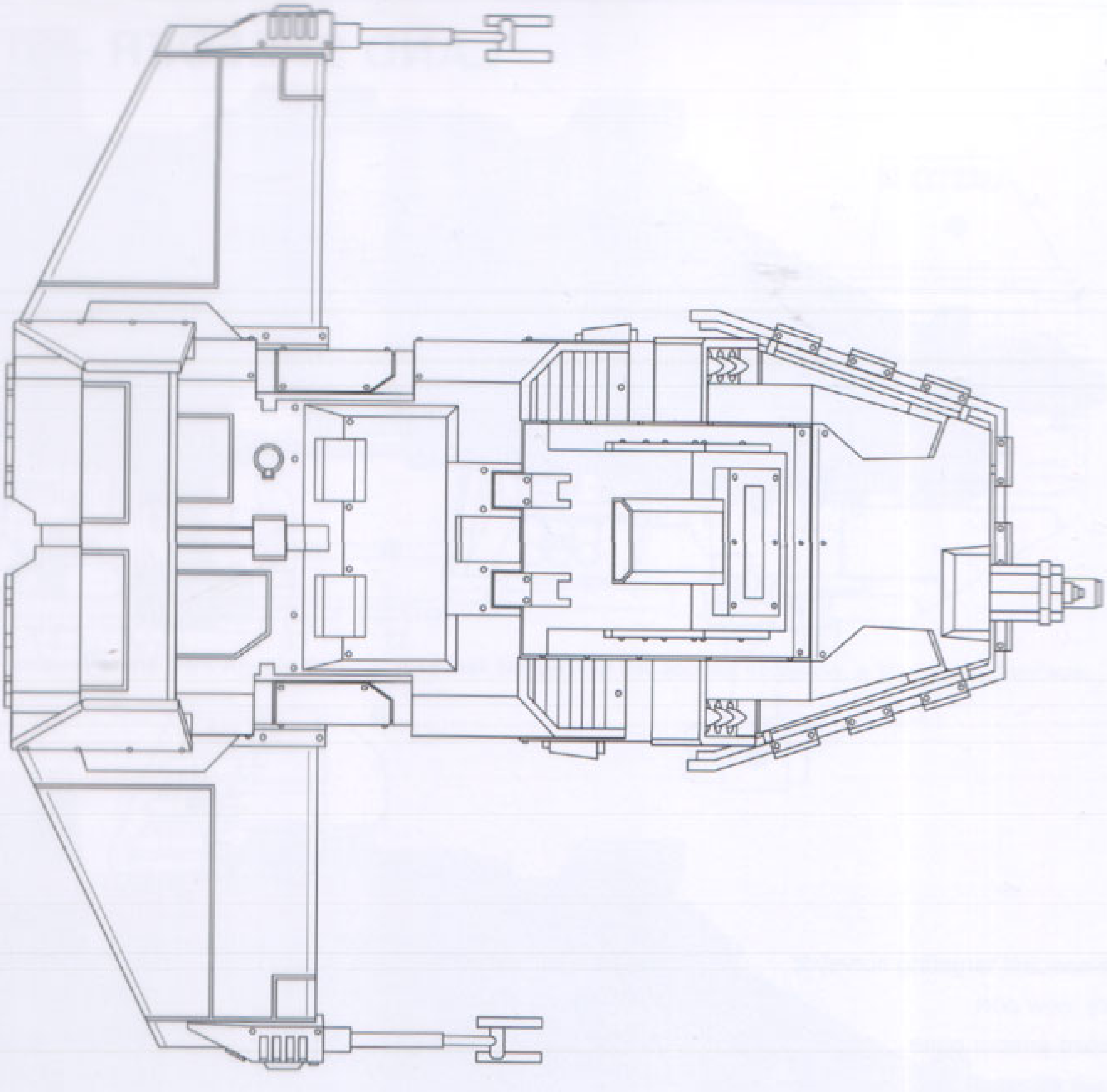
Date 1224046.M40

signature

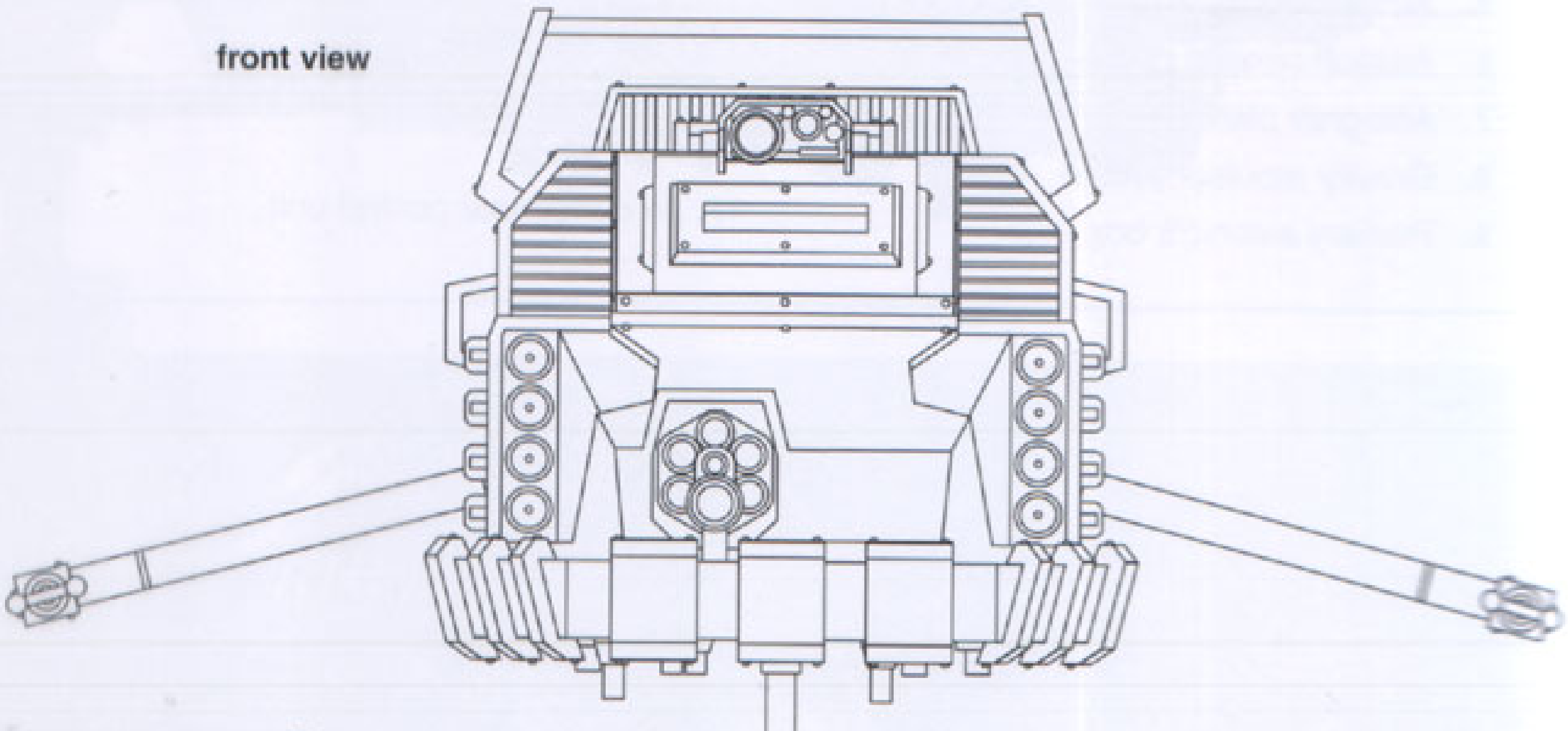
Magos Fabricator

Dominus Ex Machina

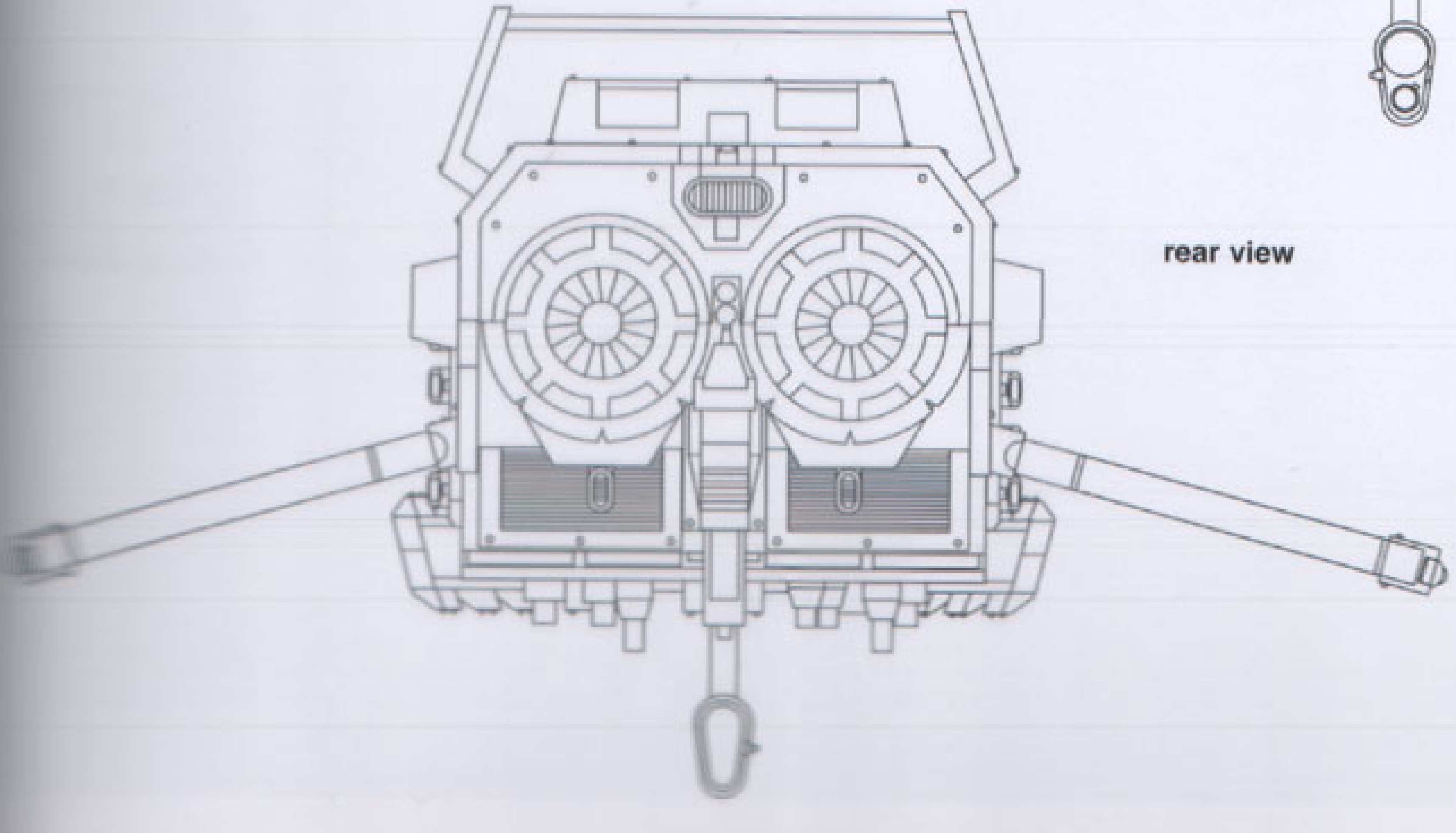
Land Speeder Tempest
top view



front view

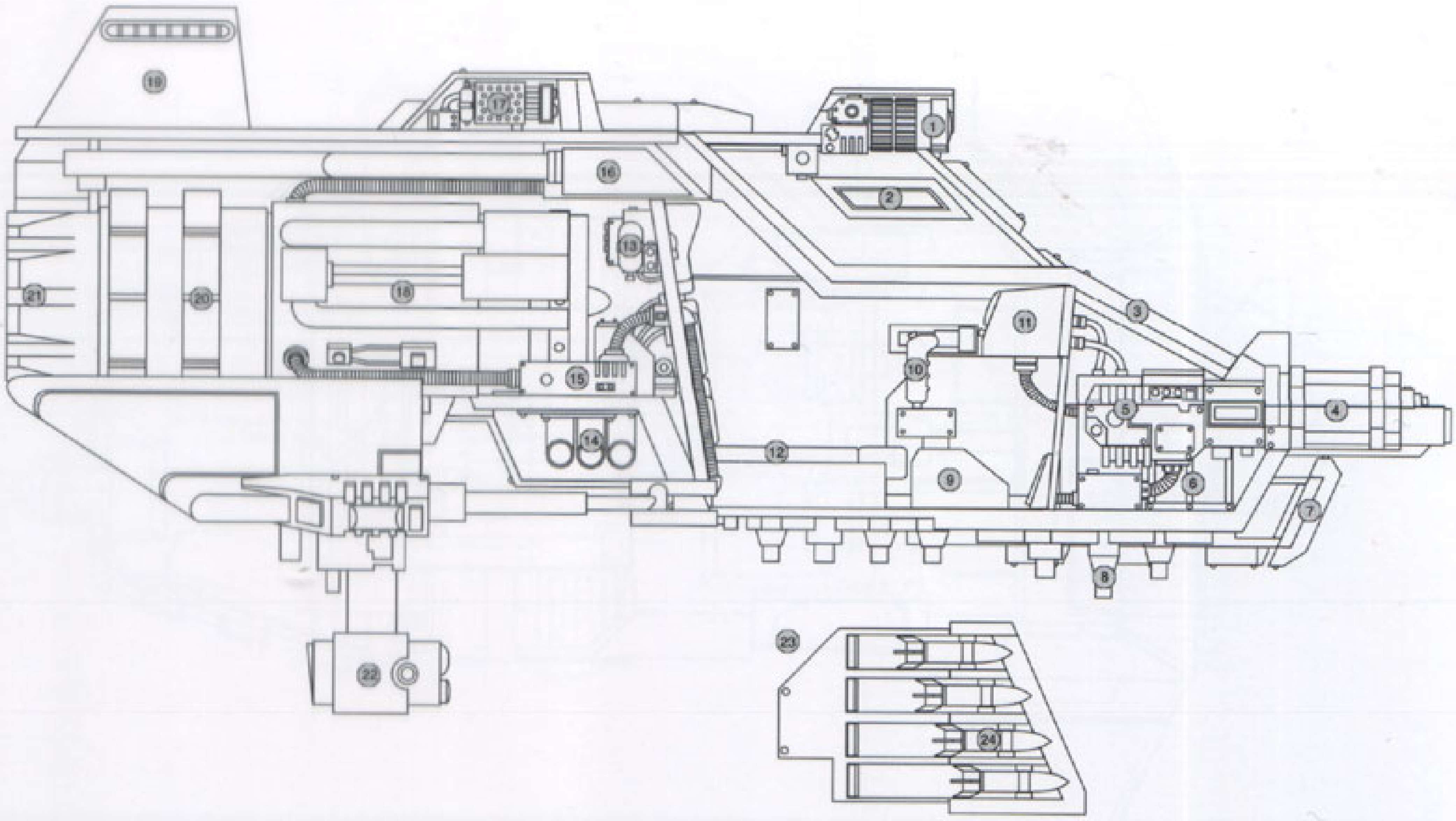


rear view

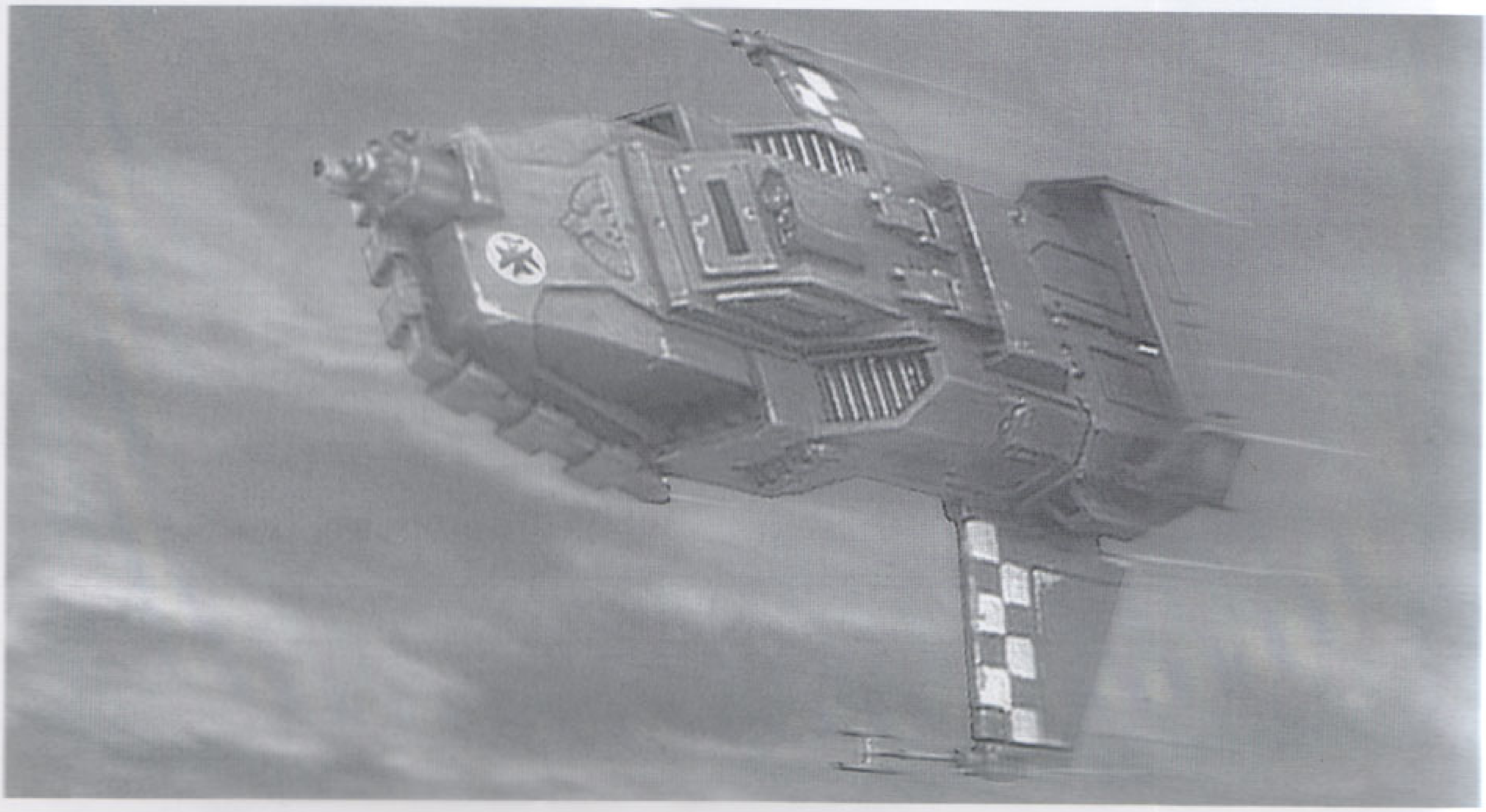


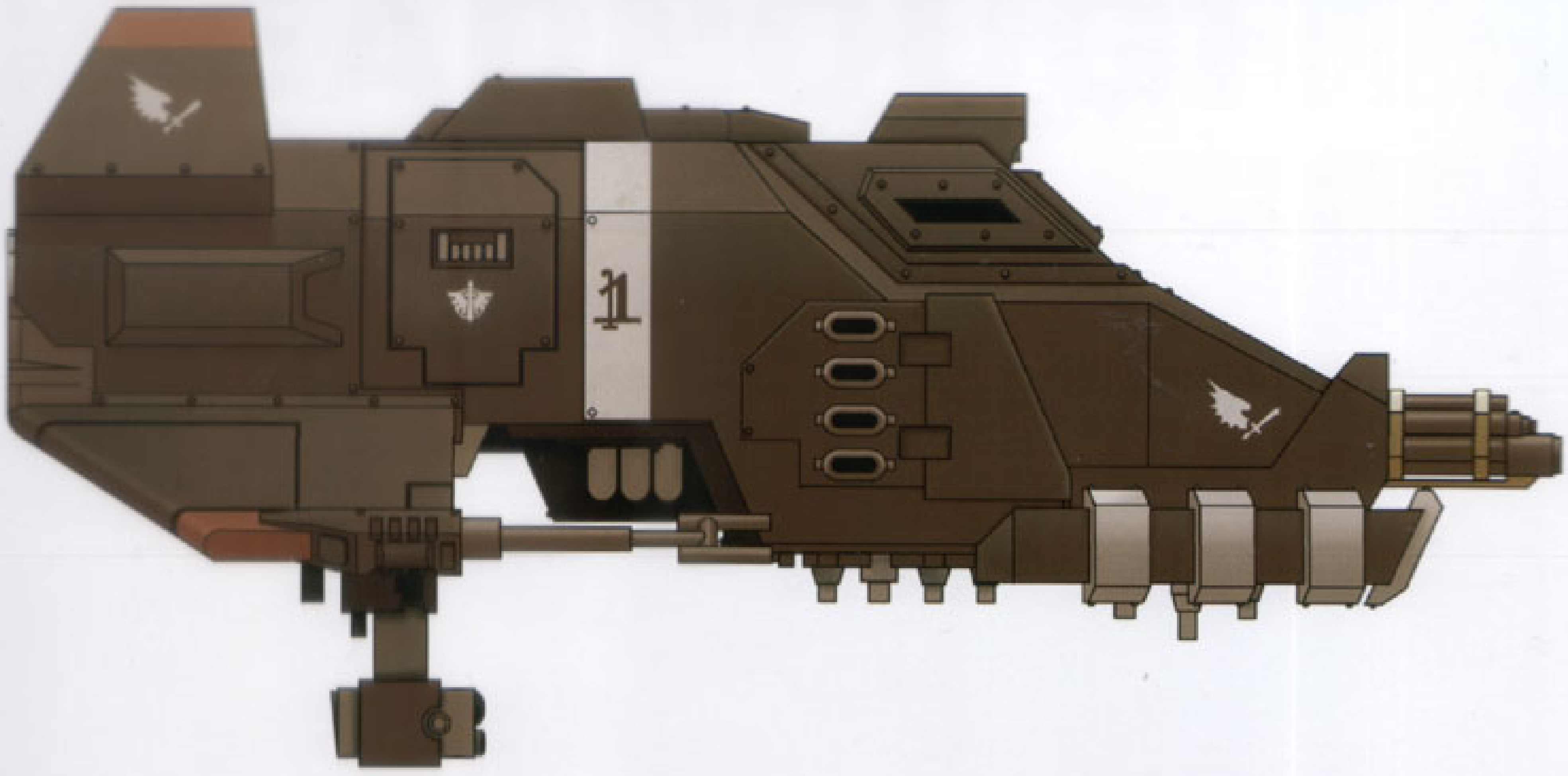
LAND SPEEDER - INTERIOR DETAIL

Mk I TEMPEST PATTERN

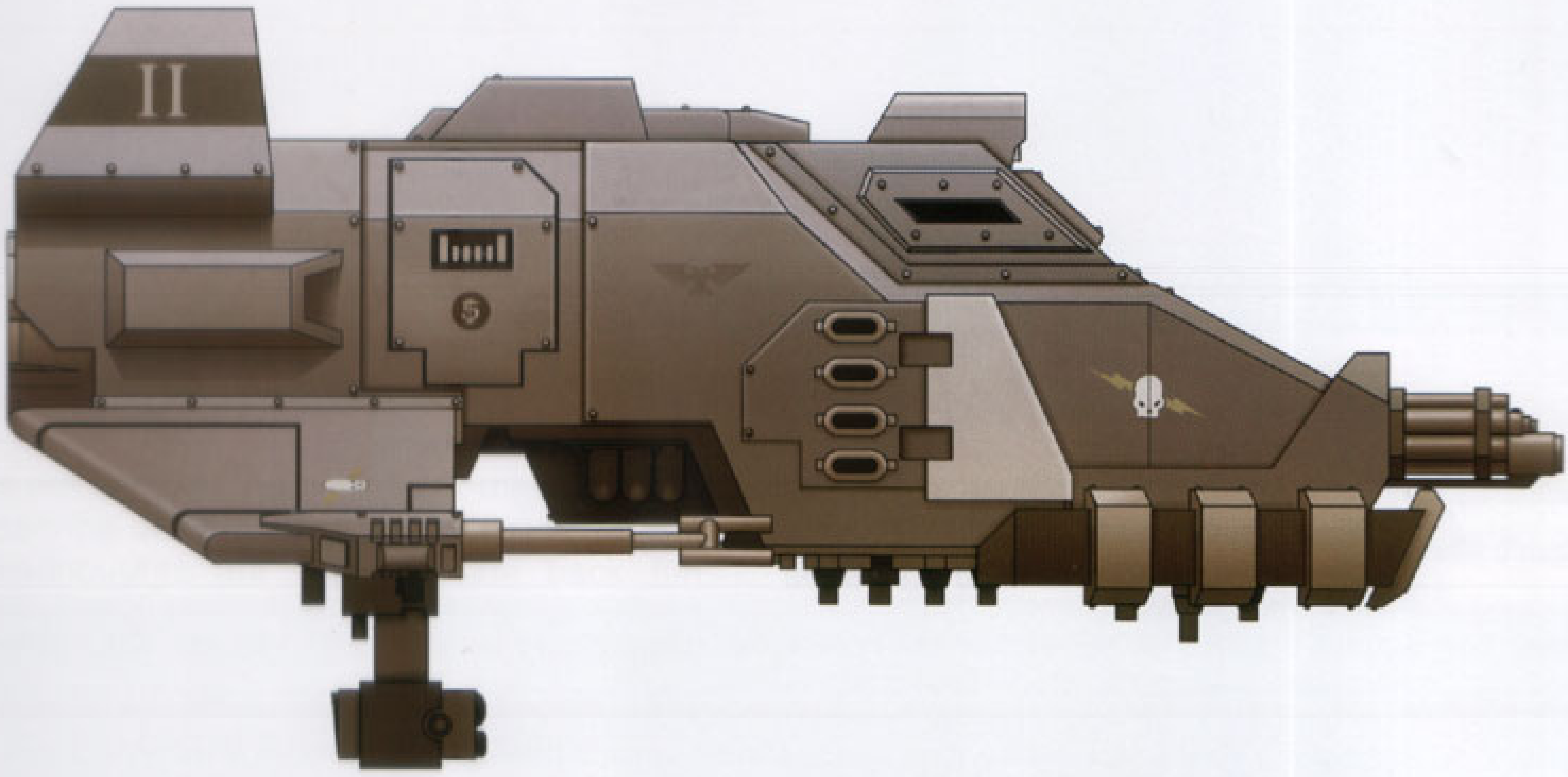


1. Multi-spectral targeting surveyor
2. Pilot's view port
3. Forward armour plate
4. Assault cannon
5. Ammunition boxes
6. Assault cannon power controls
7. Anti-grav plate
8. Gravity repulsor probe
9. Primary avionic's box
10. Flight control stick
11. Weapons console
12. Pilot's seat with spinal implant interface
13. Communications equipment
14. Fuel feed lines
15. Primary flight control systems
16. Fuel supply
17. Air condensor control unit
18. Air condensor unit
19. Tail fin
20. Combustion chamber
21. Engine exhaust
22. Ground proximity sensor
23. Fuselage mounted missile launcher
24. Missiles, frag and krak warheads

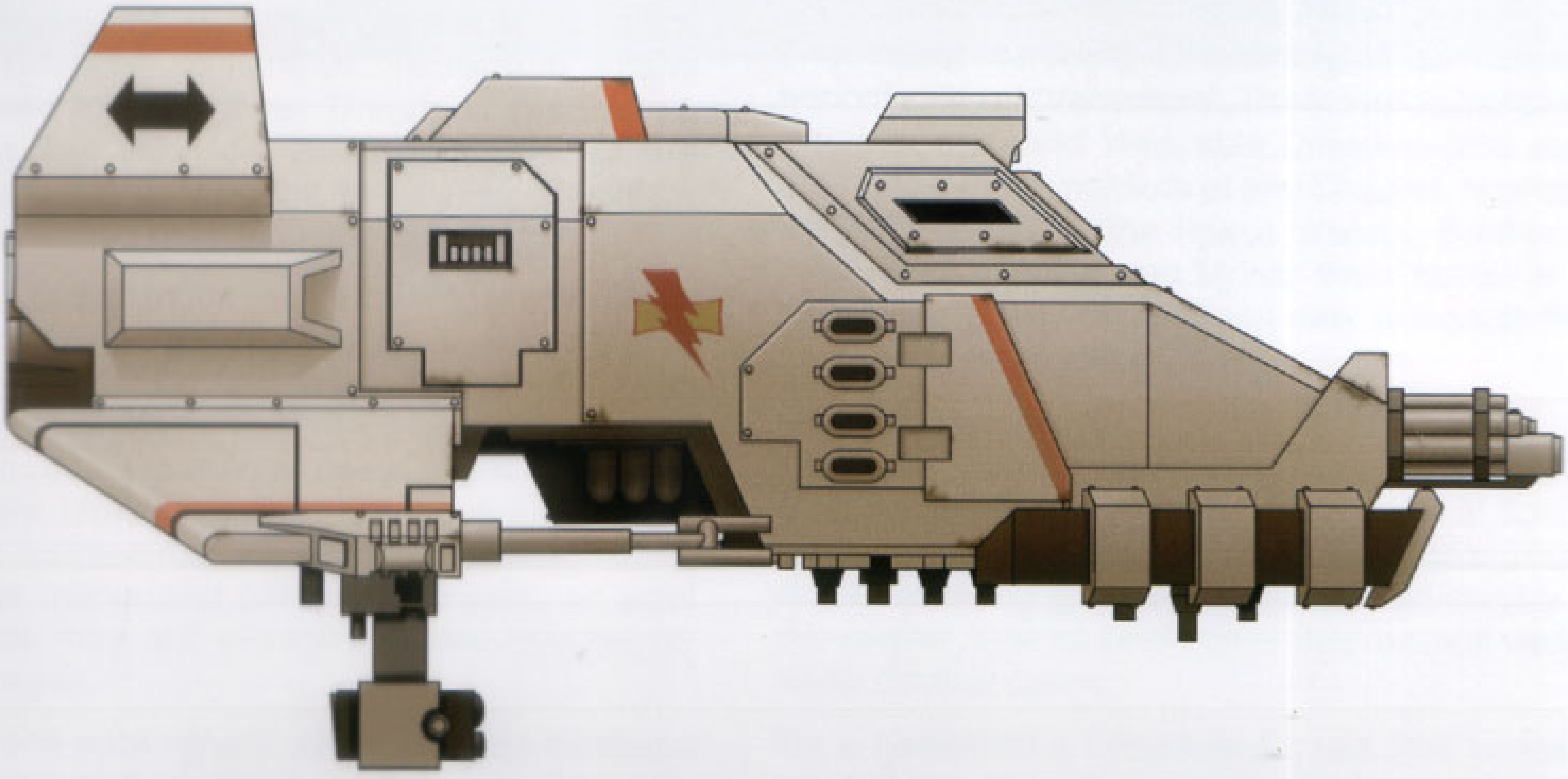




A Land Speeder Tempest of the Dark Angels Chapter. The first Tempest of the second company, a 'Ravenwing' vehicle.



A Land Speeder Tempest of the Revilers Chapter. The second vehicle of the fifth company.



A Land Speeder Tempest of the White Scars Chapter. This vehicle is lacking symbols or company numbers. Deployed in the Deadlands region of Armageddon during the third invasion of Waaagh! Thraka.

LAND SPEEDER TEMPEST					
	Points	Front Armour	Side Armour	Rear Armour	BS
Tempest	120	11	10	10	4

Thought for the day:
Pain is an illusion caused by fear

Type: Skimmer, Fast

Crew: Space Marine

Weapons: The Tempest is armed with an assault cannon and twin-linked missile launchers with frag and krak missiles.

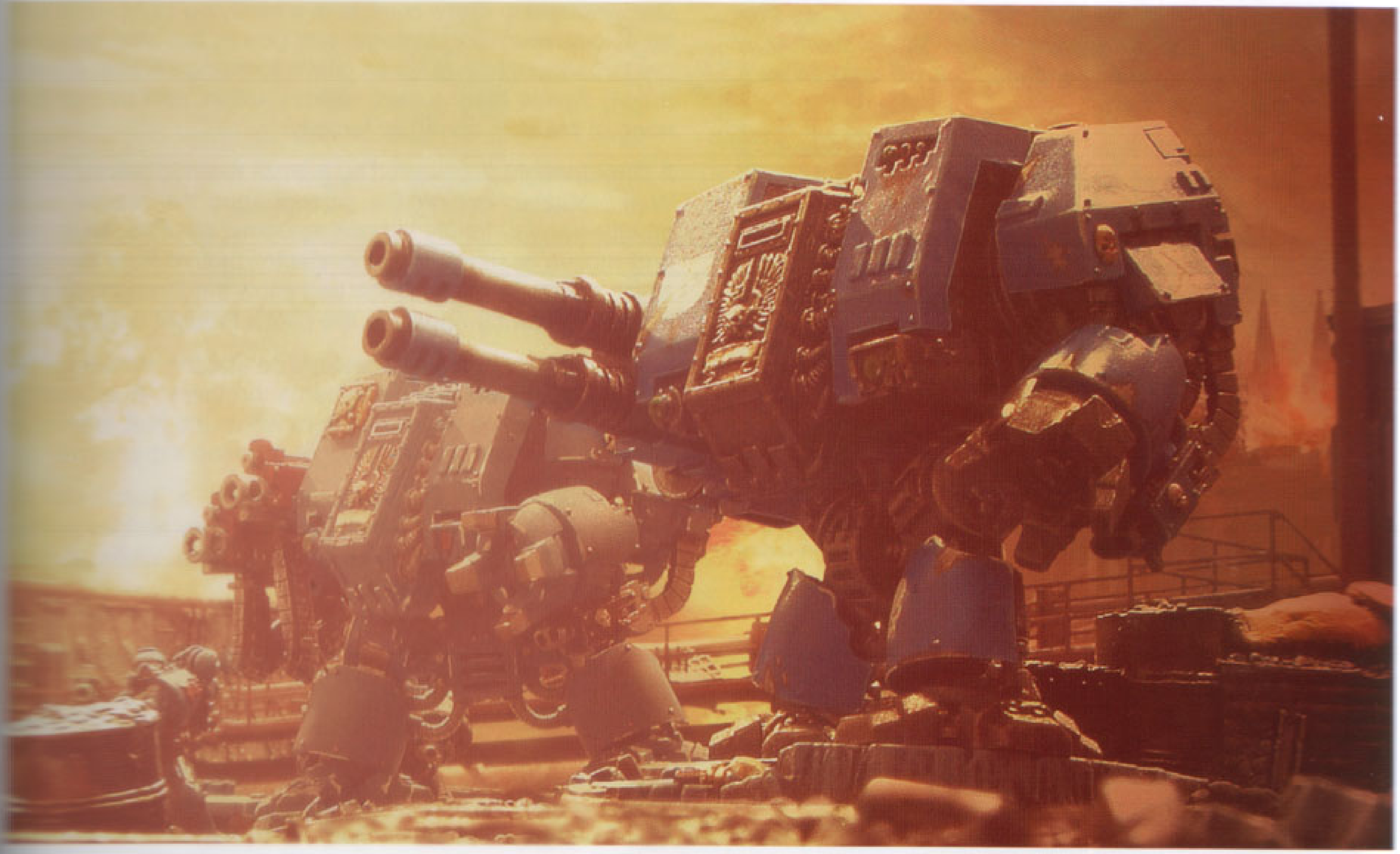
Options: None.

Fast Attack: A Tempest is a Fast Attack choice for a Space Marine army. It may also be taken as a Heavy Support choice for a White Scars army.

SPECIAL RULES

Ravenwing Tempest: If the Tempest is included in a Dark Angels army then it will be part of Ravenwing, and therefore will benefit from the Ravenwing Jinx special rules for an additonal +5 pts.

DREADNOUGHTS



Dreadnoughts are some of the oldest war machines still in active service in the 41st millennium. Some 'Venerable' Dreadnoughts are said to date back ten millennia, to the years of the Great Crusaders. As well as potent weapons of war, Dreadnoughts are amongst a Chapter's most treasured relics, known as 'Old Ones'; they are a direct link to the Chapter's past and heritage.

History

Nothing is known of the origins of the Dreadnought, the secrets of their construction are all but lost. Where they came from? How they came into being? Who first used them? The answers to all these questions remain a mystery to the Adeptus Mechanicus. Secret and arcane knowledge is used to keep those Dreadnoughts that do exist functioning, but very few 'new' Dreadnoughts are constructed today, and only by the few skilled specialists who have preserved the required knowledge.

Over the course of ten thousand years there have been many different marks and patterns of Dreadnoughts. There is no definitive list or study into these marks, and much conjecture about which came first, which are originals, and where or when such patterns came from. Because Dreadnoughts are hidden away in the depths of Space Marine Chapter fortress-monasteries, it is impossible to know what other marks and patterns still exist, or what ancient machines may still slumber, to one day be re-awoken to fight again.

The 'Mark IV' is one such variant, although many believe it contains some in-built flaw, leaving it prone to daemonic possession. Mark IV's saw service during the Horus Heresy, but many became corrupted and now fight alongside the Traitor Legions. Those that still serve with loyal Chapters are invariably well protected with purtity seals and daemonic wards.

The 'Furioso' pattern is used exclusively by the Blood Angels and their Successor Chapters, a close combat variant armed with two power fists, it was originally conceived by the Blood Angels Master of the Forges sometime in M.35. Likewise, the rare 'Mortis' pattern is occasionally deployed by the secretive 'Unforgiven' Chapters; its origins, or why only this group of Chapters possess this pattern is another mystery.

The oldest surviving Dreadnoughts are known by the honorific title of 'Venerable'. These are ancient heroes from a former age, and Venerable Dreadnoughts are amongst the most famous warriors of any Chapter. Names like Bjorn the Fell-Handed of the Space Wolves, Brother Damos of the Angels Porphyr and Moriar the Chosen of the Blood Angels are rightly revered and rank alongside the greatest heroes of the Imperium.

Service Record

Dreadnoughts are called upon only when the fighting is likely to be close and bloody. They excel at fighting in built up areas, at close quarters such as in underground tunnels and in boarding actions where they can quickly close with the enemy, making best use of their assault weaponry and close combat power.

On a battlefield a Dreadnought has little to fear. In close combat few foes can match them, and only the heaviest enemy weapons represent a threat to the Dreadnought 's thick frontal armour. Dreadnoughts are incredibly resilient and difficult to destroy. Only a direct hit that penetrates the pilot's heavily armoured sarcophagus will 'kill' a Dreadnought. They continue to function even though arms are torn off, armour buckled etc. Along with the sarcophagus, the legs have the thickest armour, as they are a vulnerable location on any walker. Whilst the loss of a leg will not destroy the Dreadnought it will immobilise it, or worse still, topple it over.

Space Marines will fight remorselessly to recover a damaged or destroyed Dreadnought from the battlefield. Retrieving a fallen Dreadnought is vital for two reasons. Firstly, so that the hero within can be laid in the Chapter's sepulchres with other honoured brothers, and secondly, so that the hull can be restored, to await the next hero to be interred. The loss of a single Dreadnought is a grievous blow to a Chapter's fighting strength, and its passing will be mourned throughout the Chapter.

Dreadnoughts are utilised by all Space Marine Chapters, even the elite, daemon-hunting Grey Knights have their own heroes enshrined in Dreadnought armour. Like their living battle brothers, these Dreadnoughts have access to the Grey Knights specialised armoury of psycannon bolts, hulls engraved with protective runes and sigils and the blessings of Ordo Malleus Inquisitors.

When not in action, Dreadnoughts are kept sealed inside stasis vaults, deep in the crypts of a Chapter's fortress monastery. The stasis vaults preserve them from the ravages of time, extending their already long lives even further. Each stasis vaults is a holy shrine, only opened on sacred occasions for Techmarines to enter and tend the slumbering machines with sacred oils and holy unguents, and to read the Litanies of Preservation over them, but during the ceremony the machines are not awoken from their sleep. It is part of the honour of becoming a Dreadnought that the warrior is allowed to rest between battles. It is deemed that these veterans have already given everything in the service of the Emperor, and they are no longer required to follow the strict daily regime of the Chapter's other battle brothers. These veterans are only woken in times of great need or for missions in which their knowledge and advice is needed.

Notable Features

Dreadnoughts are covered in great slabbed plates of cast adamantium armour. Their shoulders, sarcophagus and legs have the thickest plates, to protect the most vital components, with less armour plating on the rear.

One of the chief advantages of Dreadnoughts is the versatility of their weaponry. They can be armed for any battlefield role, from close support with multi-meltas and heavy flamers, to suppressing fire with an assault cannon, autocannons and storm bolters, to tank-hunting with lascannons and missile launchers. The Dreadnought's great bulk provides a very stable firing platform even when moving which, combined with targeters, recoil dampeners and greater ammunition stowage, means a Dreadnought can keep up a higher rate of fire for longer than the heavy weapons used by Devastator squads. Liquid nitrogen cooling systems also mean that Dreadnought weapons are less prone to overheating and jamming than man-portable heavy weapons.

As well as heavy weapons fire, a Dreadnought is almost unstoppable in close combat. Armed with a close combat power weapon, incorporating magna-coil servos to increase its arm strength. These weapons can grip, rotate and tear, punching through the strongest materials and armour, rending gaping holes in enemy vehicles and defences, or ripping flesh limb from limb with ease. A Dreadnought in close combat is a terrifying sight – not just for its overwhelming strength and power, but also because the Dreadnought retains its pilot's former prowess. A once mighty Space Marine hero resides within, and he has lost none of his skill, speed or ferocity.

A Dreadnought is powered by a small thermic reactor core. Well protected behind the sarcophagus the reactor core provides power for life support systems, sensors, weapons and motive systems, like the electro-motive fibre bundles which power its heavy limbs and allow the Dreadnought to respond instantaneously to the pilot's thought controls.

A Dreadnought contains speakers so that the warrior within can communicate with his battle brothers. A crackling, synthesized voice emanates from within the hull, making a conversation with a Dreadnought an eerie experience.

Traditionally each Dreadnought bears a scroll on its sarcophagus naming the hero who currently resides within. The Dreadnought will take a new name when a new warrior is interred as pilot.

Construction

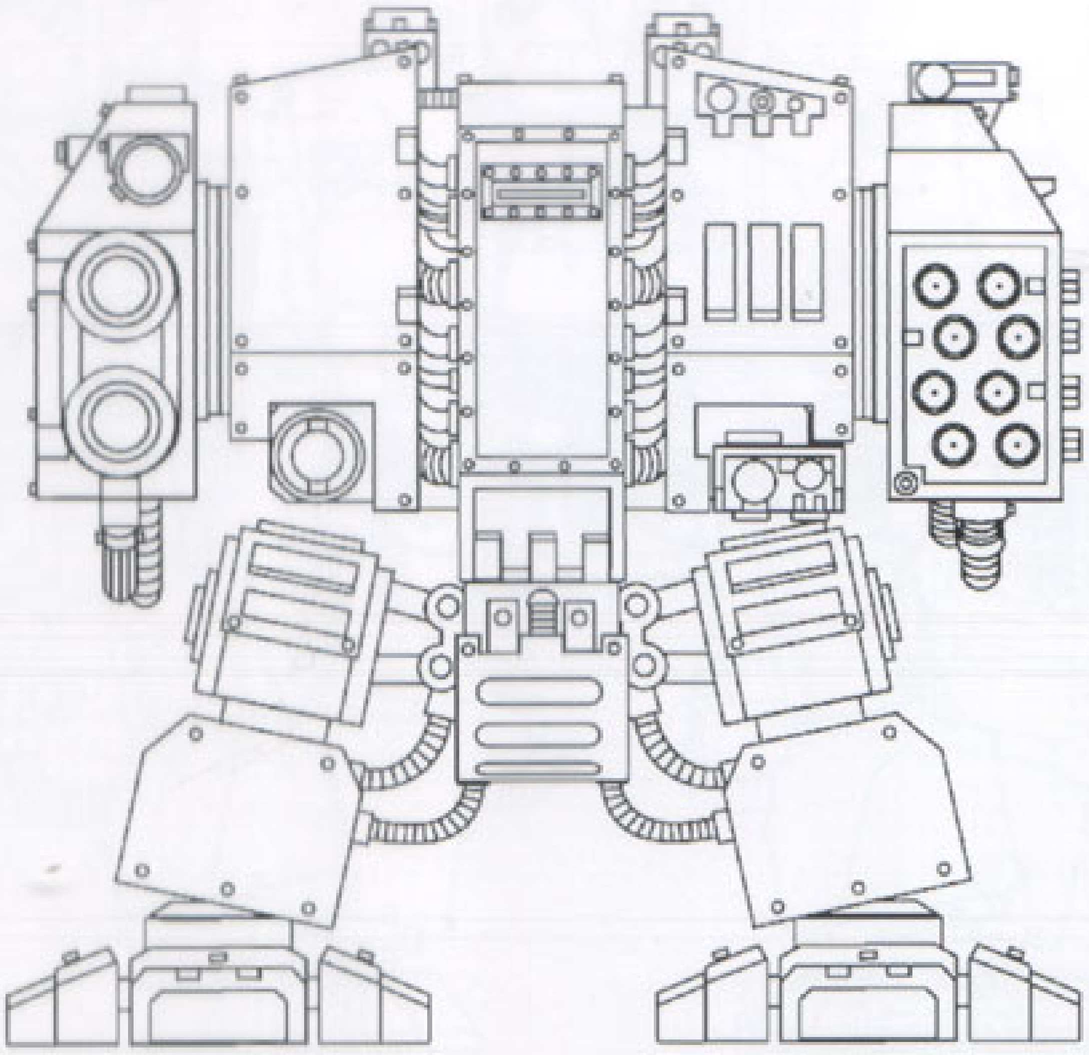
The techniques for constructing Dreadnoughts are all but lost. Very few new Dreadnoughts can be built; each one must be hand-crafted by a skilled Tech-Magos and takes many years to complete. This means that those Dreadnoughts that still survive are very precious, each Dreadnought hull is carefully guarded by its Chapter, as it is almost irreplaceable.

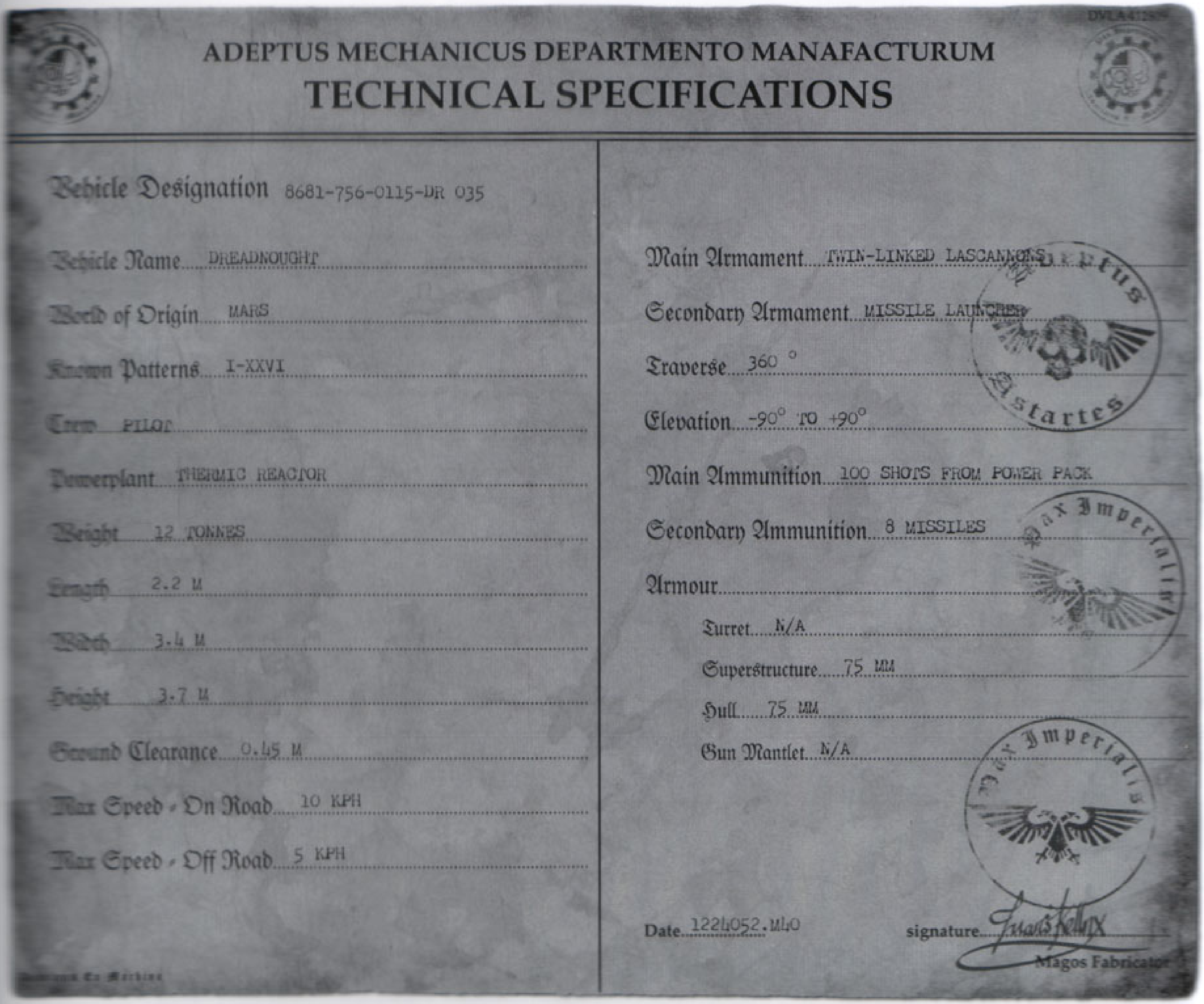
A Dreadnought is the ultimate fusion between the mechanical and biological, the pinnacle of Mankind's technical achievement in this area, and as such a powerful manifestation of the will of the Machine God. The mechanical component contains the many advanced and complex systems mentioned above, on top of this the biological component is no ordinary man. The pilots are invariably wise, old veterans with memories stretching back thousands of years.

A chosen pilot is suspended in amniotic fluids and surgically implanted into the armoured sarcophagus. He is then wired to mind-impulse leads for sensory input, allowing the Dreadnought pilot to hear and see as if he was still flesh and blood. Once the sarcophagus is sealed the pilot will remain inside until destroyed in battle. The sarcophagus and stasis vault will effectively make the pilot immortal, although as the centuries go by the pilot's grip on the material world begins to slip, as he spends more and more time dormant his mind becomes more distant.

Internment inside a Dreadnought is a great honour, amongst the highest a Space Marine can receive from his Chapter. In doing so, the Chapter are recognising that he is amongst their greatest warriors, and that his skill and knowledge are too precious for the Chapter to loose. Very few are ever chosen for such honour and only the Chapter Master, in consultation with the warrior's company Chaplain and the Chief Apothecary, can give the final agreement. Only those too grievously wounded to be saved will be chosen. The wound must be mortal, but the warrior must still be alive when interred. A Space Marine who is already dead cannot be resurrected by internment in a Dreadnought.

Dreadnought with lascannons and missile launcher





ADEPTUS MECHANICUS DEPARTMENTO MANAFACTURUM

TECHNICAL SPECIFICATIONS

Vehicle Designation 8681-756-0115-DR 035

Vehicle Name DREADNOUGHT

World of Origin MARS

Known Patterns I-XXVI

Crew PILOT

Powerplant THERMIC REACTOR

Weight 12 TONNES

Length 2.2 M

Width 3.4 M

Height 3.7 M

Ground Clearance 0.45 M

Max Speed - On Road 10 KPH

Max Speed - Off Road 5 KPH

Main Armament TWIN-LINKED LASCANNONS

Secondary Armament MISSILE LAUNCHER

Traverse 360 °

Elevation -90° TO +90°

Main Ammunition 100 SHOTS FROM POWER PACK

Secondary Ammunition 8 MISSILES

Armour

Turret N/A

Superstructure 75 MM

Hull 75 MM

Gun Mantlet N/A

Adeptus Astartes

Pax Imperialis

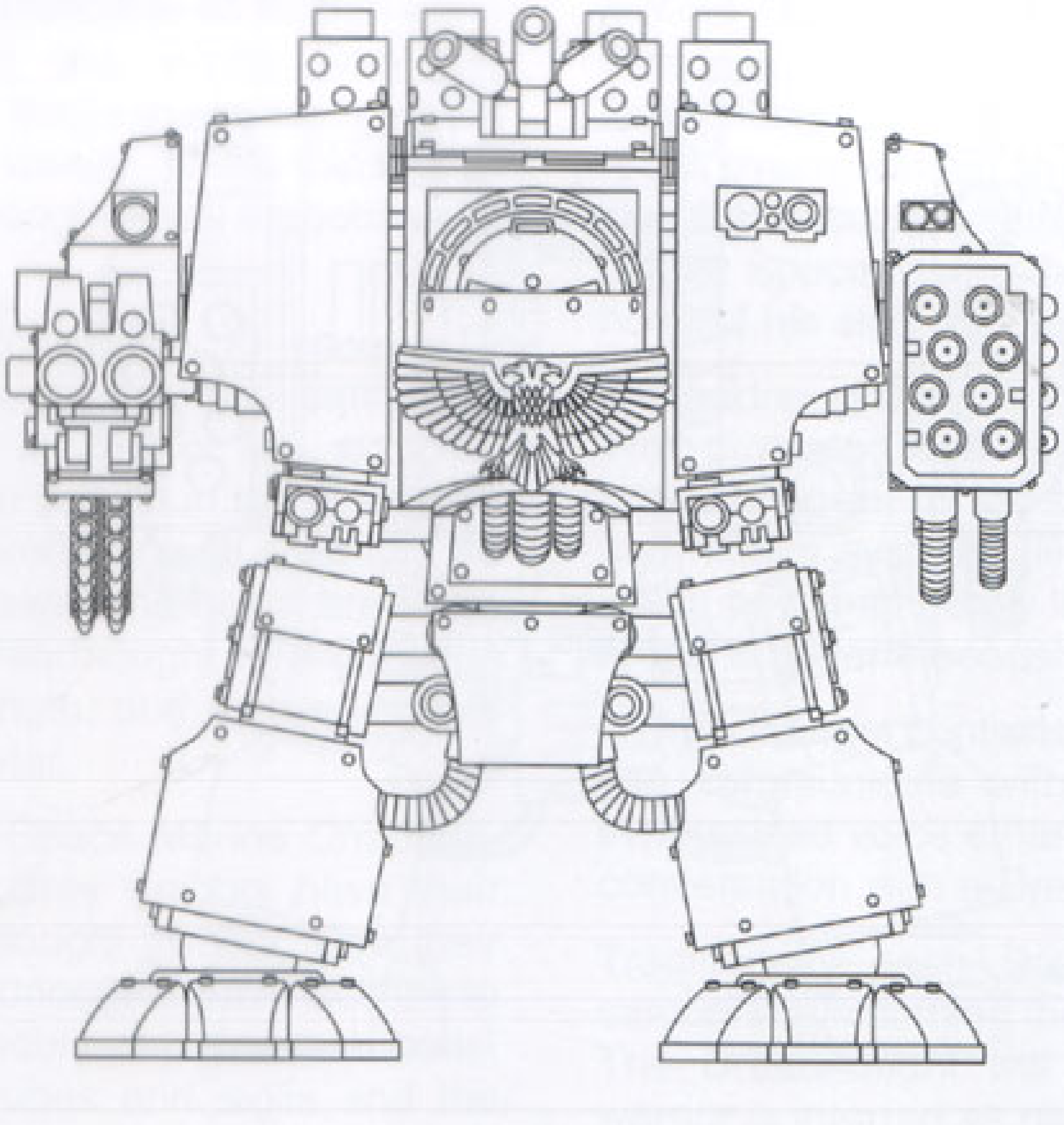
Pax Imperialis

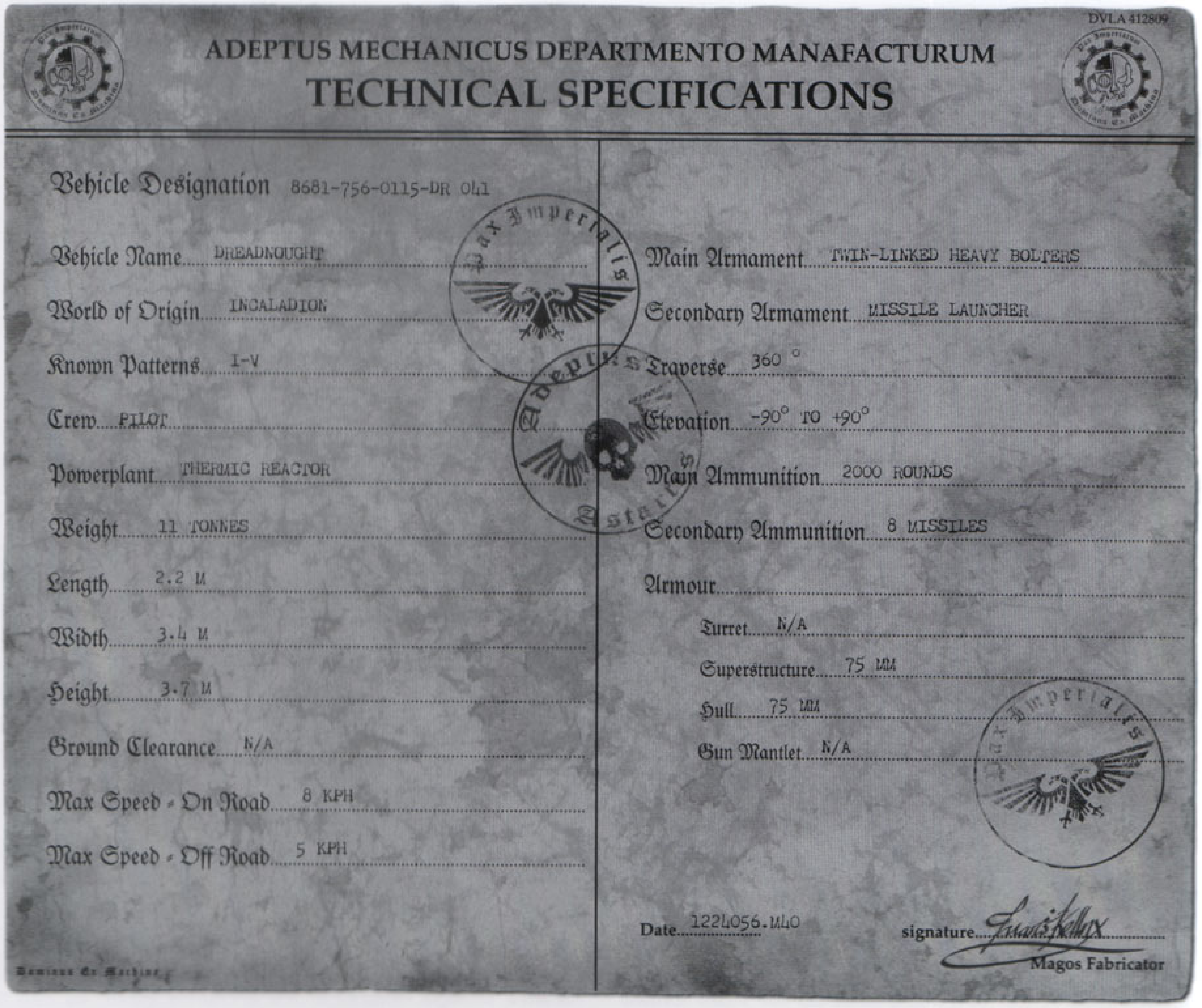
Date 1224052.M40

signature

Magos Fabricator

MIV Dreadnought twin-linked heavy bolters and missile launchers





DVLA 412809

ADEPTUS MECHANICUS DEPARTMENTO MANAFACTURUM
TECHNICAL SPECIFICATIONS

Vehicle Designation 8681-756-0115-DR 041

Vehicle Name DREADNOUGHT

World of Origin INCALADION

Known Patterns I-V

Crew PILOT

Powerplant THERMIC REACTOR

Weight 11 TONNES

Length 2.2 M

Width 3.4 M

Height 3.7 M

Ground Clearance N/A

Max Speed - On Road 8 KPH

Max Speed - Off Road 5 KPH

Main Armament TWIN-LINKED HEAVY BOLTERS

Secondary Armament MISSILE LAUNCHER

Traverse 360 °

Elevation -90° TO +90°

Main Ammunition 2000 ROUNDS

Secondary Ammunition 8 MISSILES

Armour

Turret N/A

Superstructure 75 MM

Hull 75 MM

Gun Mantlet N/A

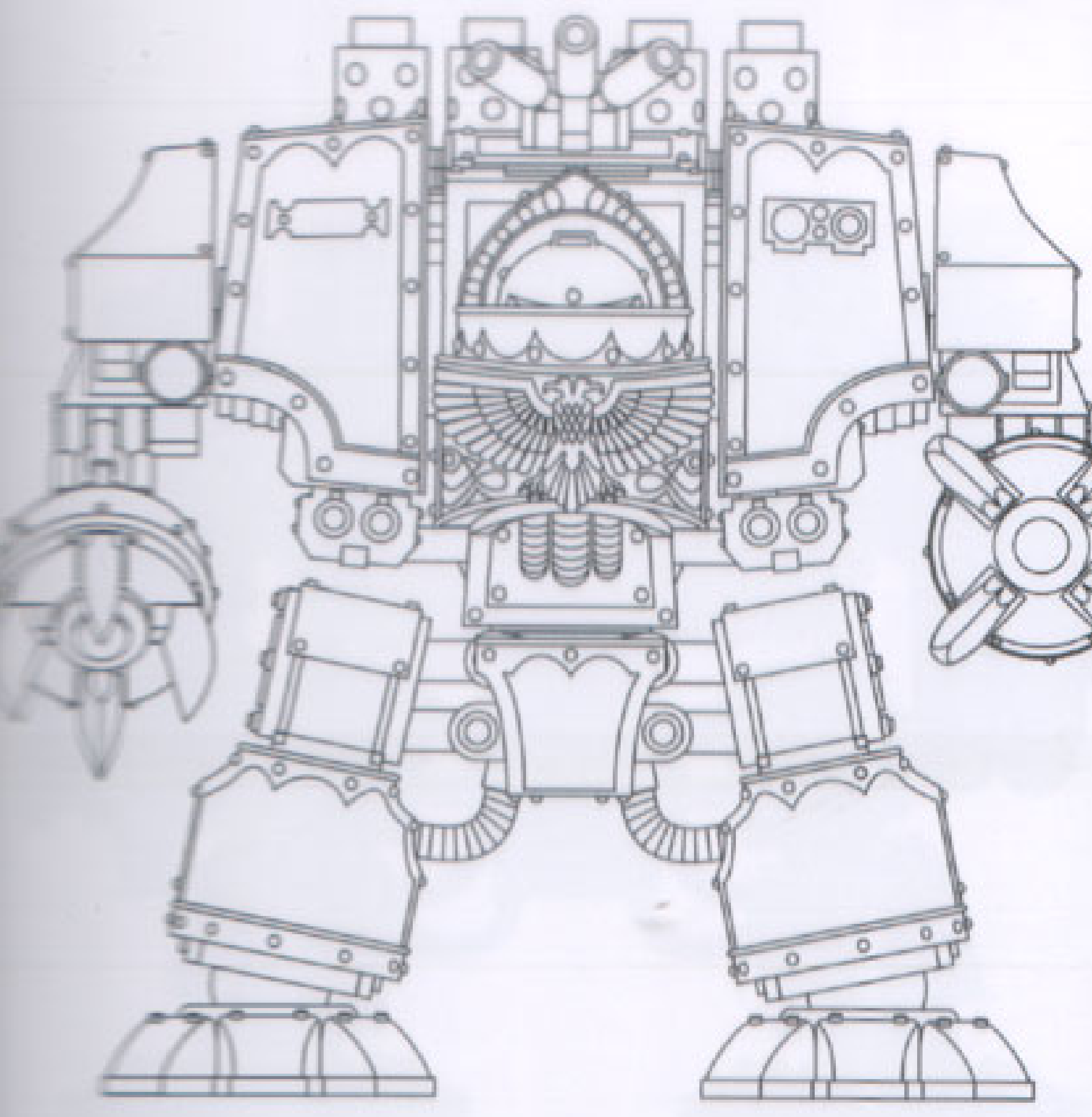
Date 1224056.M40

signature Fravis Kellux

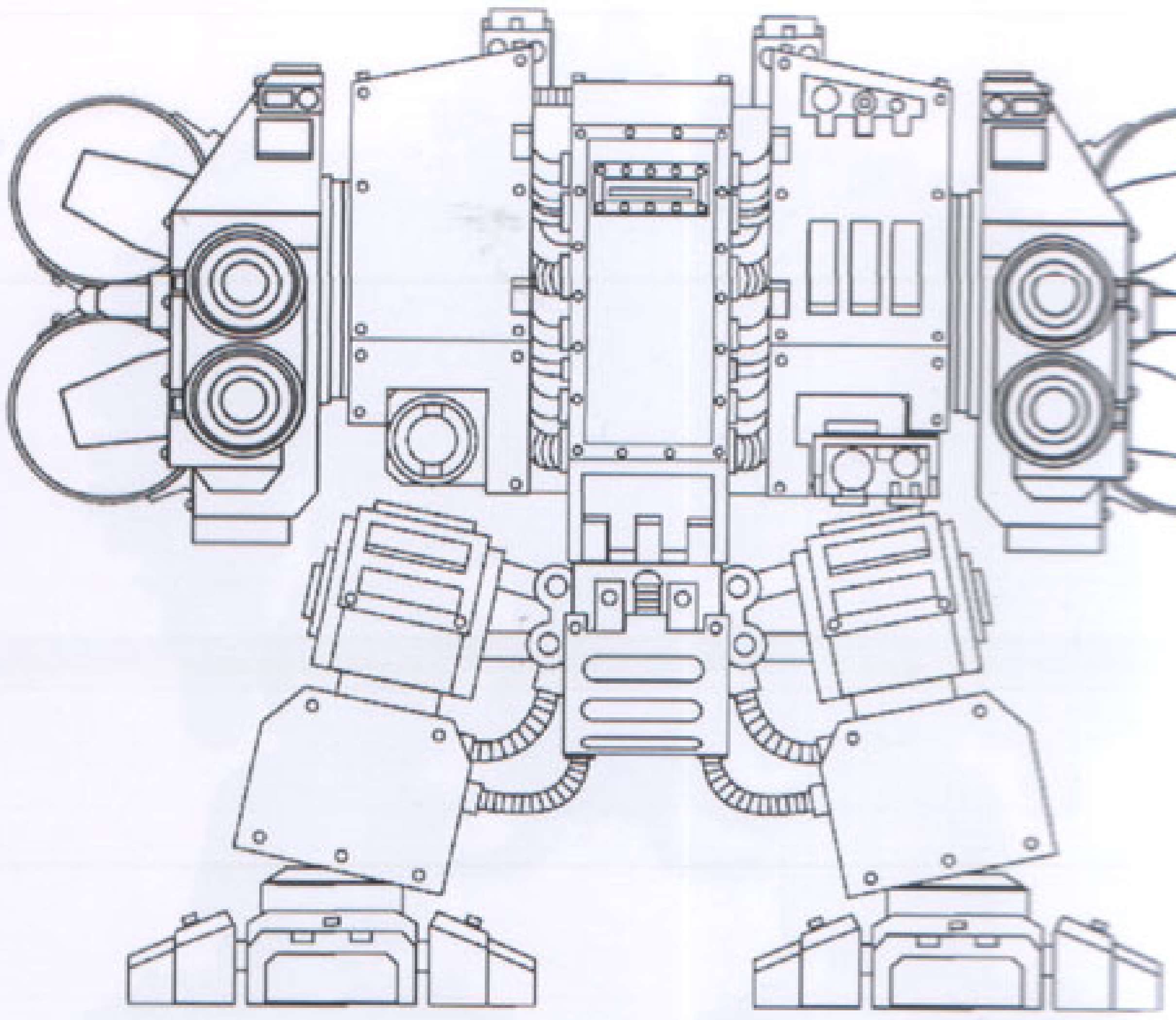
Magos Fabricator

Dominus Ex Machina

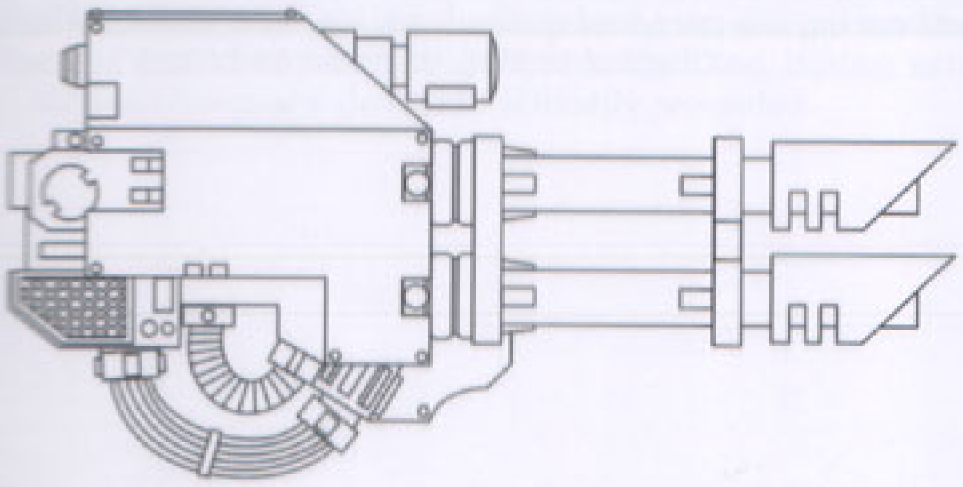
Mk IV, Furioso pattern Dreadnought



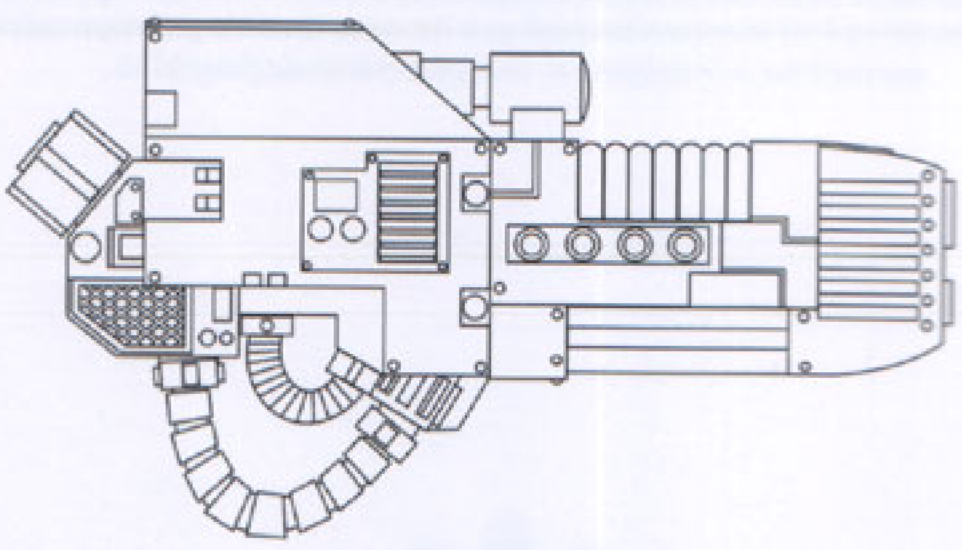
MkV, Mortis pattern Dreadnought



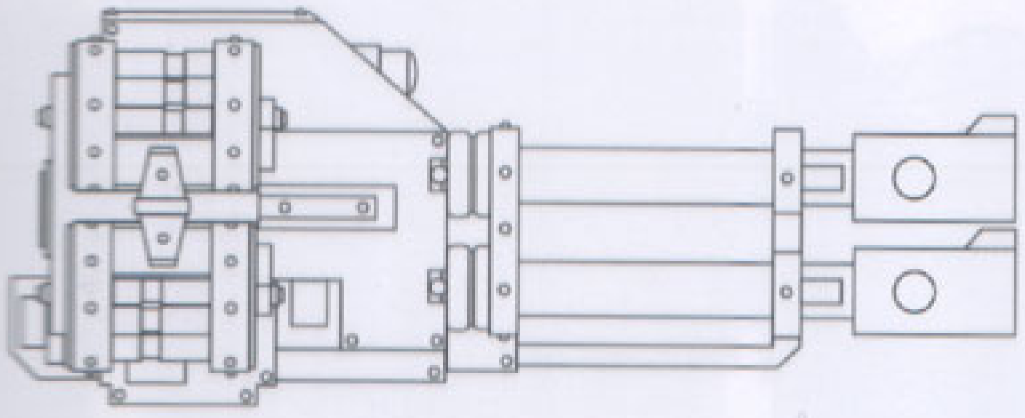
Mk IV Dreadnought weapons



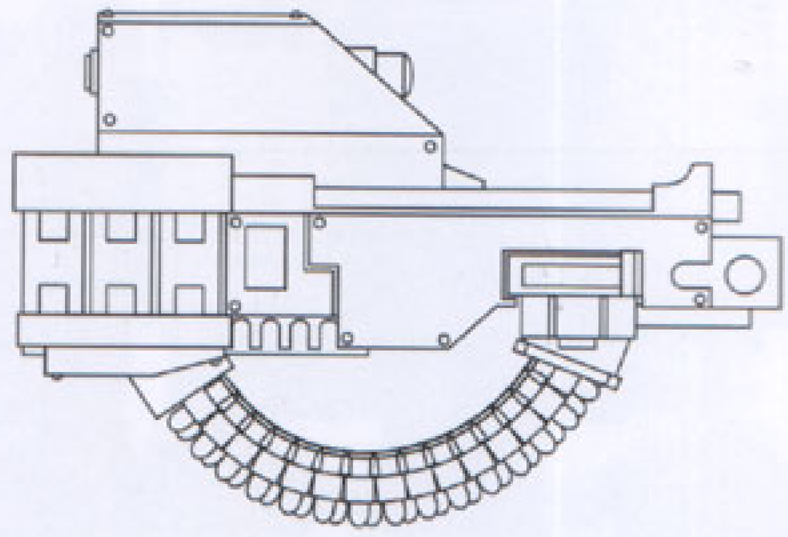
Twin-linked lascannons



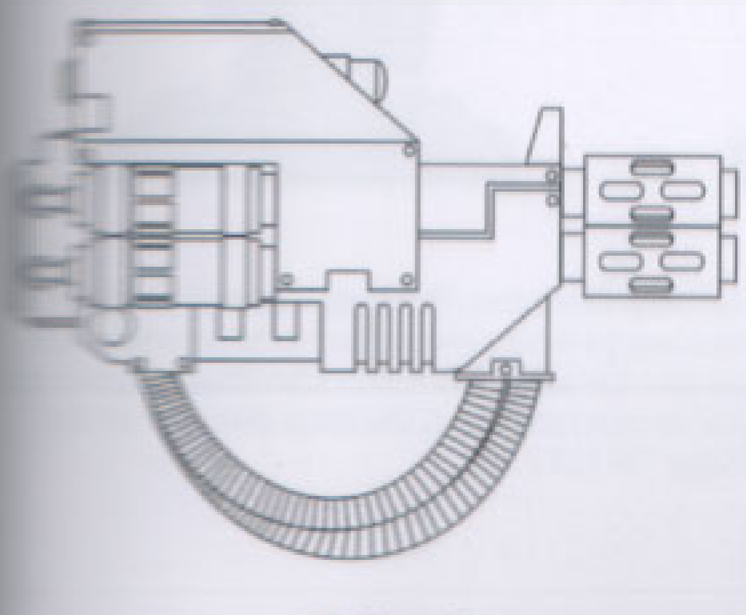
Plasma cannon



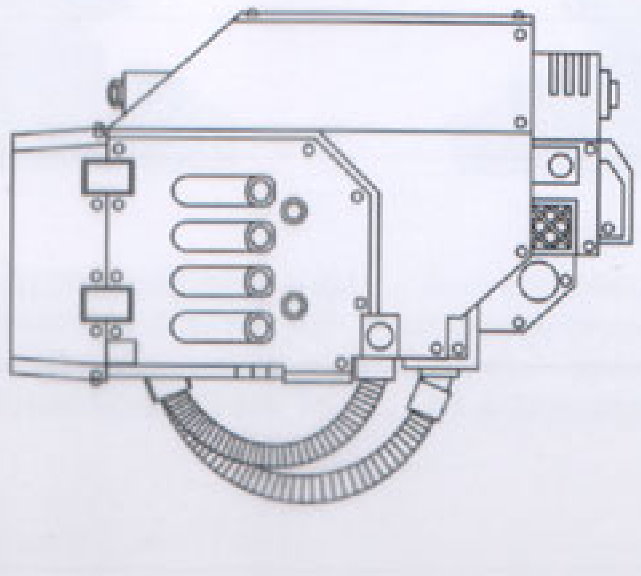
Twin-linked autocannons



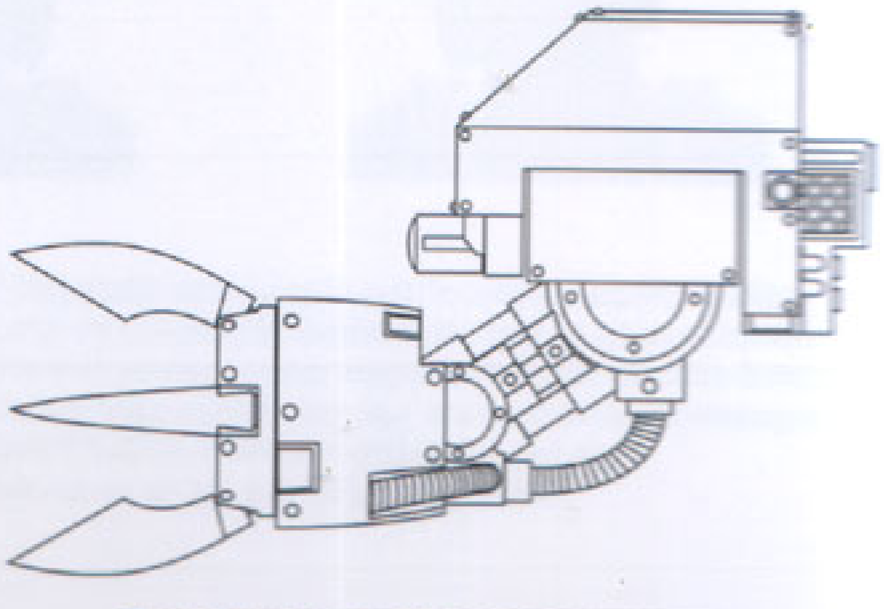
Twin-linked heavy bolters - parallel mounted



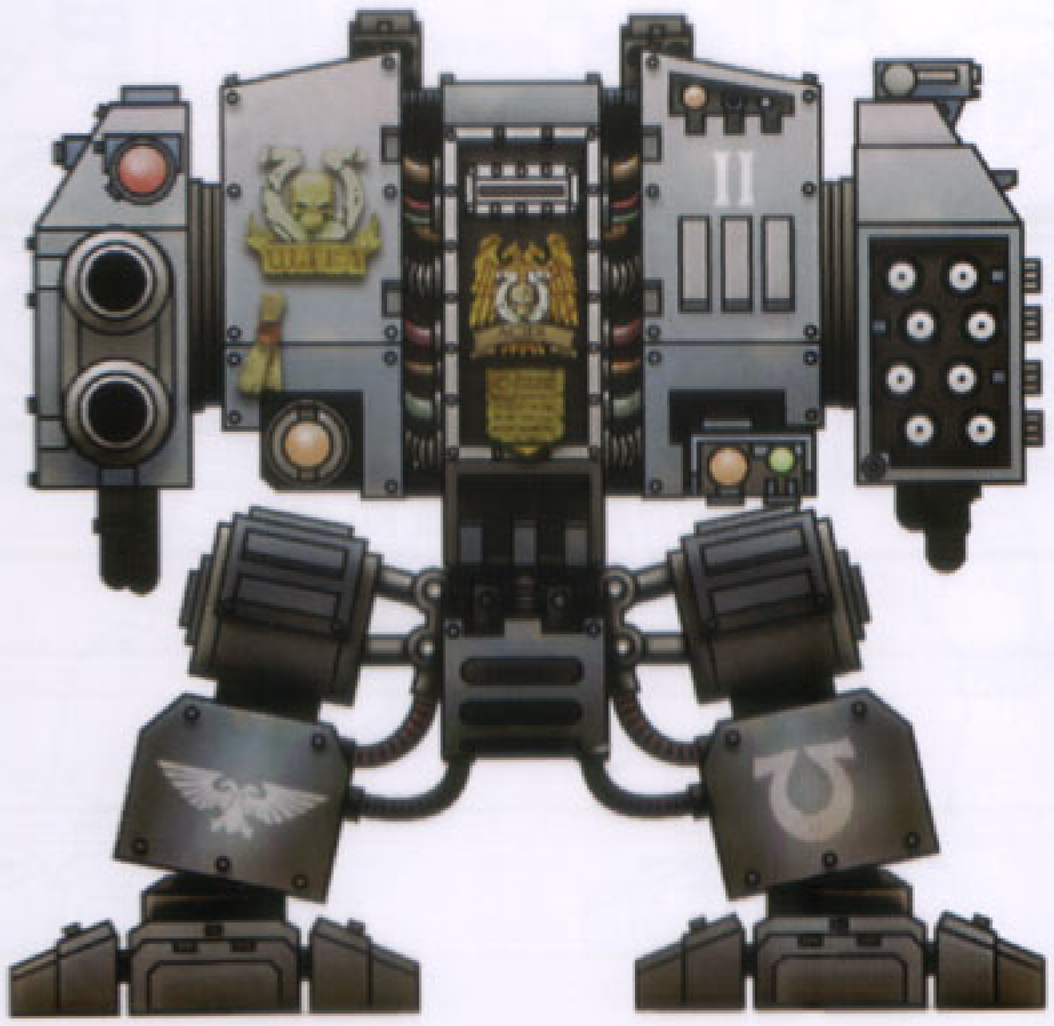
Multi-melta



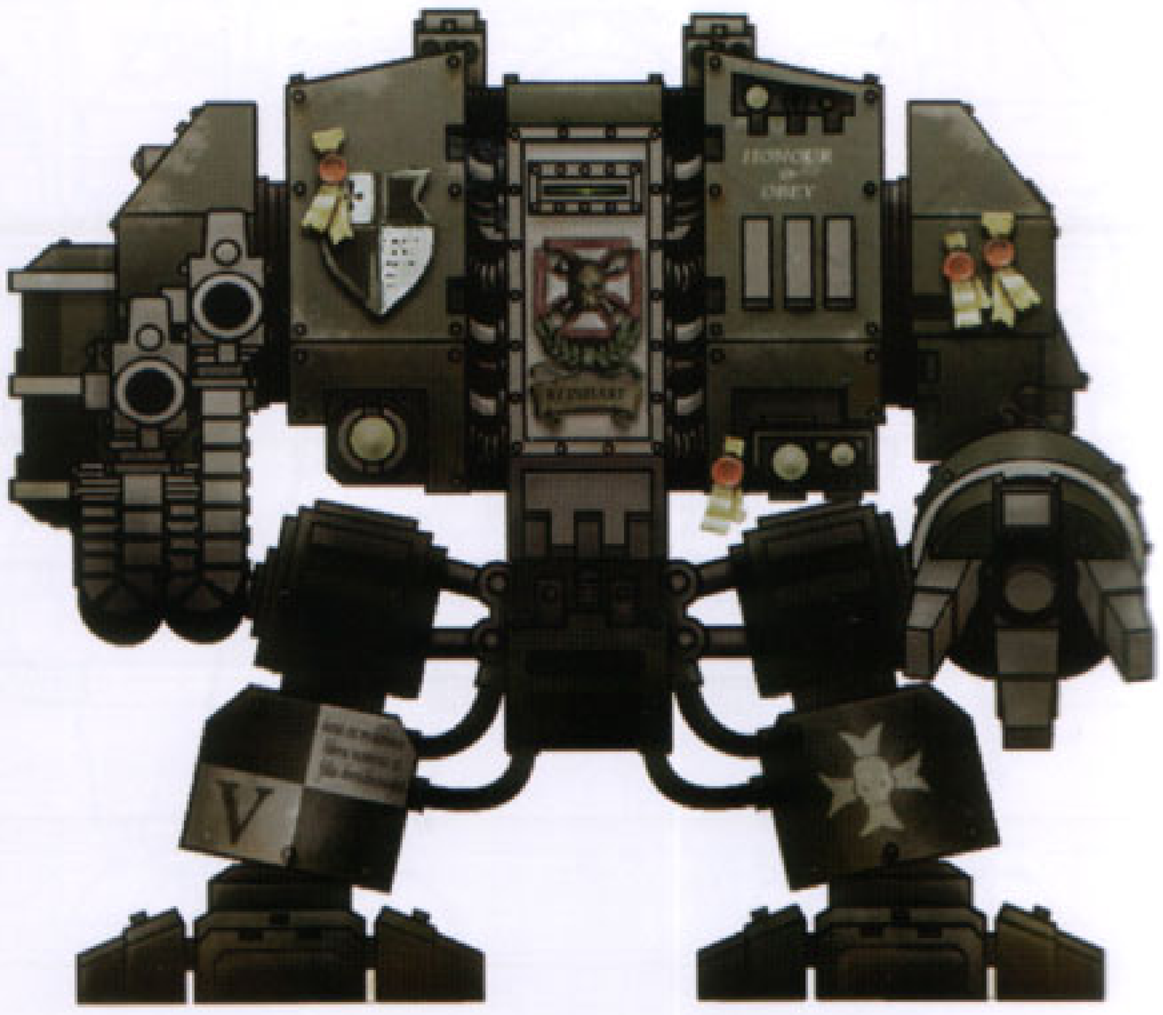
Missile launcher



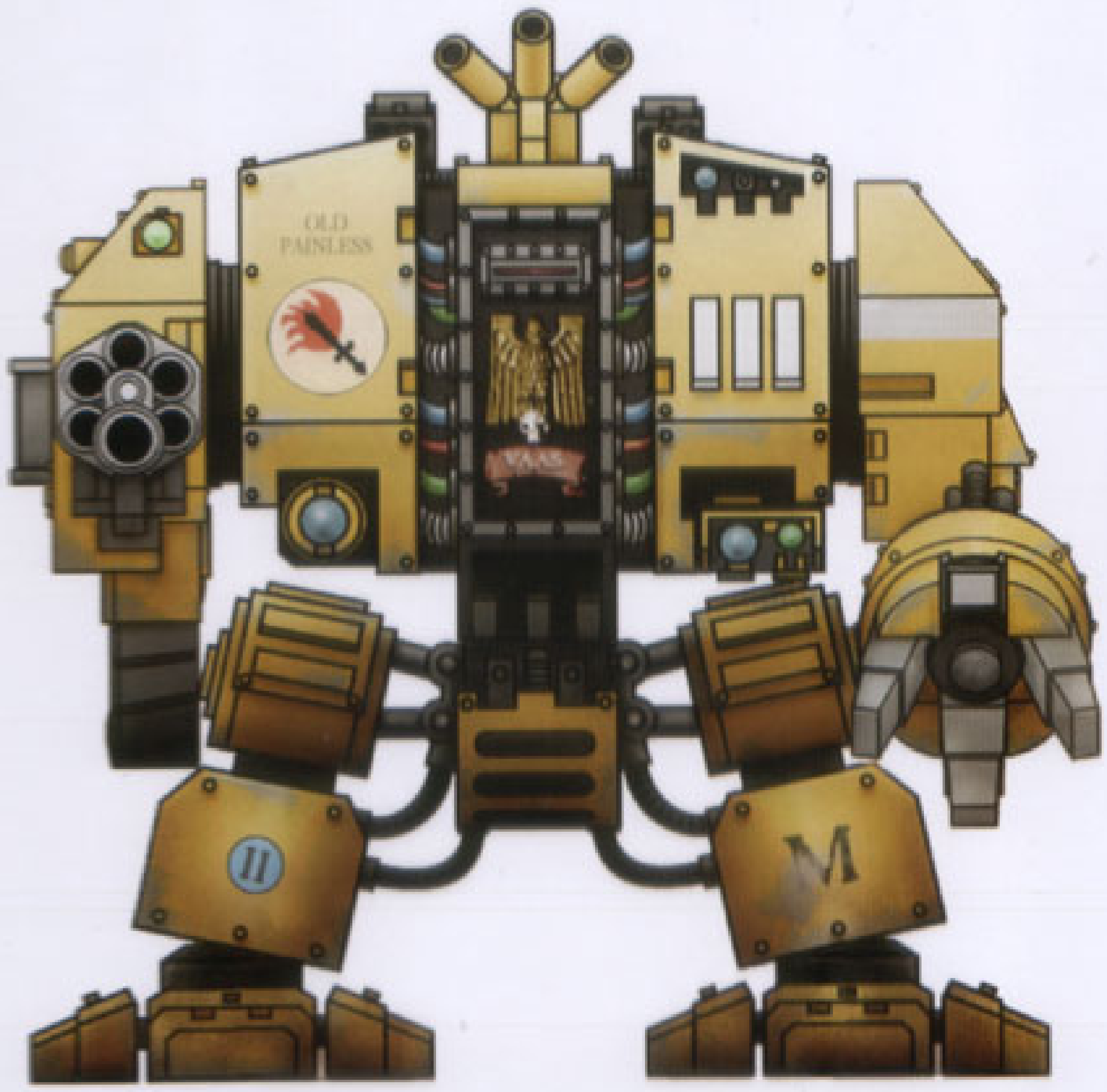
Dreadnought close combat weapon



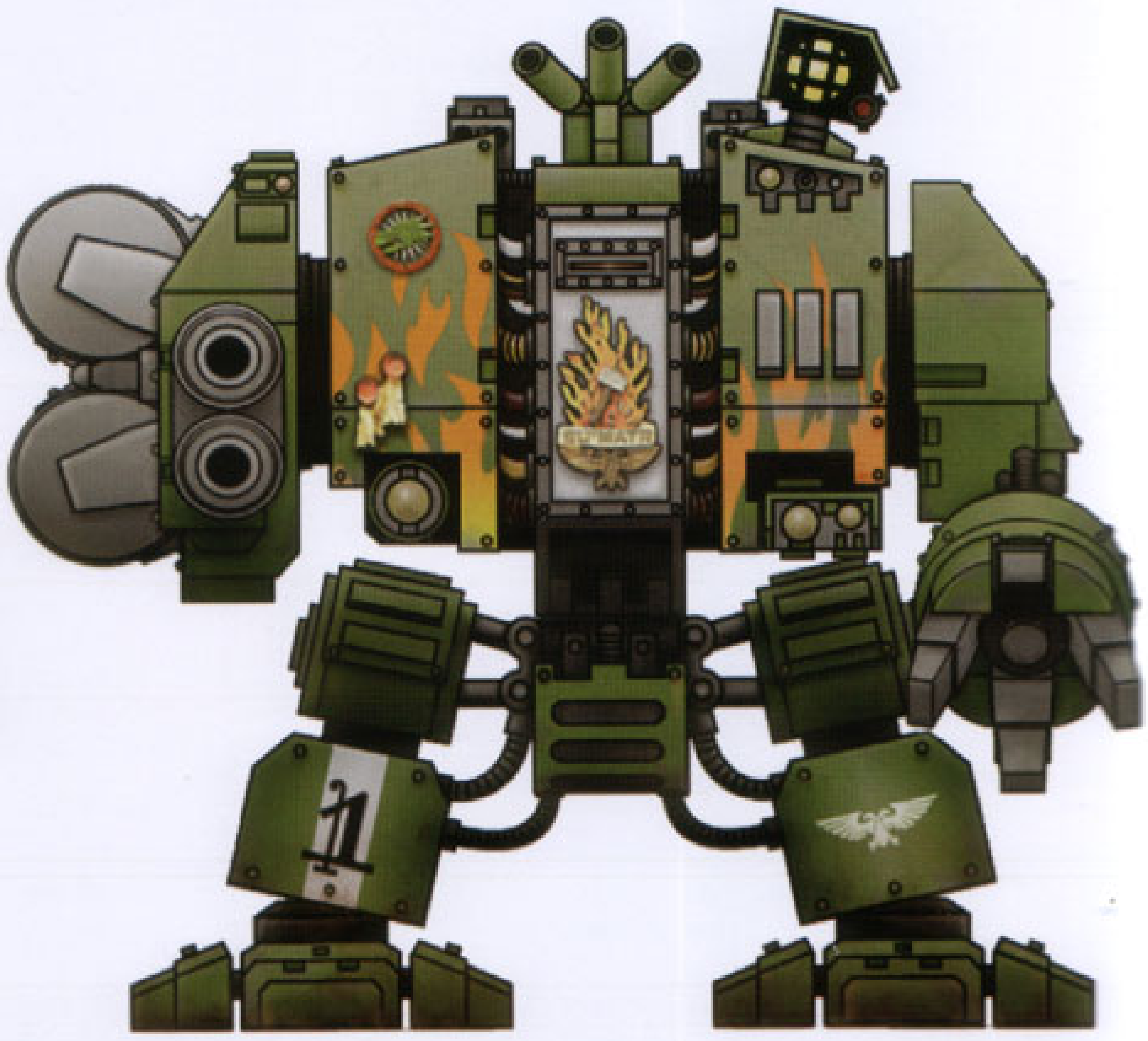
MkV Dreadnought of the Ultramarines Chapter, 'Agies', of the 2nd company, armed with twin-linked lascannons and a missile launcher arm and still bearing the honour badge, purity seal and dedication scroll he earned as a Captain of the company during M38.



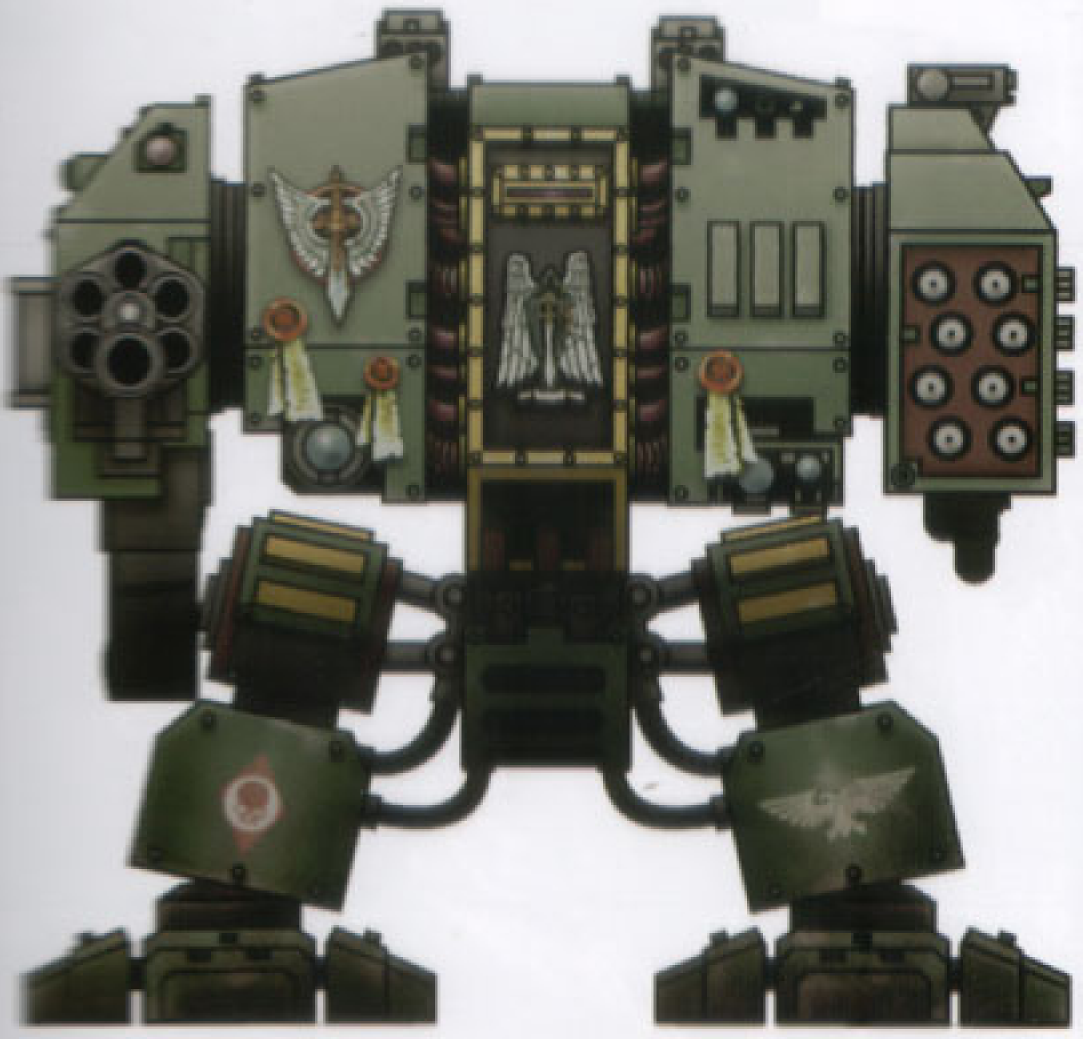
MkV Dreadnought of the Black Templars Chapter, 'Reinhart', of the 5th company, armed with twin-linked heavy bolters and a power fist arm and bearing his personal motto from his time as High Marshall of the Chapter in M39, 'Honour and Obey'.



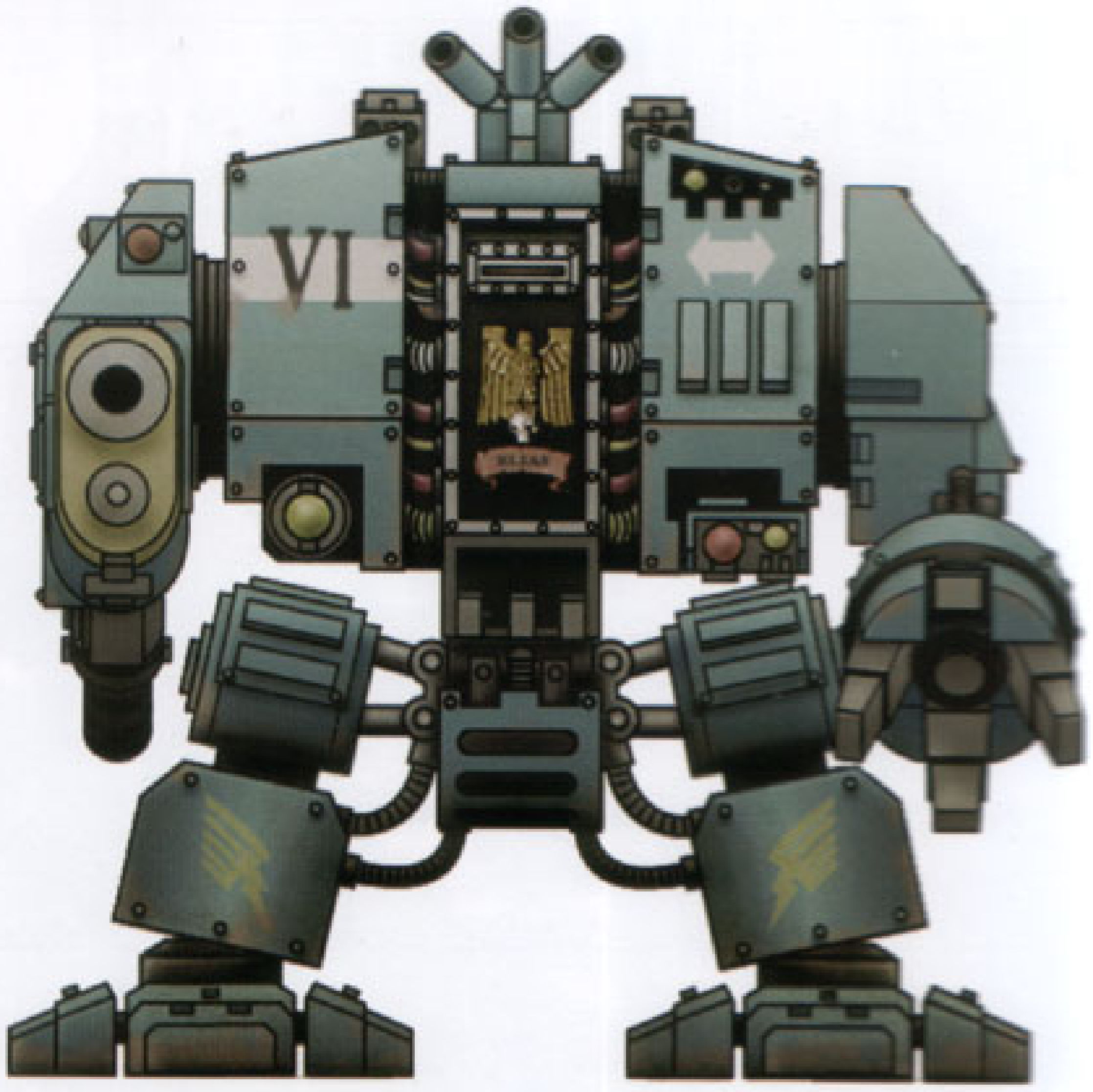
MkV Dreadnought of the Marauders Chapter, 'Vaas', second Dreadnought of the 9th company (shown by the blue disk). He is armed with an assault cannon and a power fist arm. Former Veteran Sergeant Vaas' nickname has been stenciled onto the right glacis by his fellow battle-brothers – 'Old Painless'.
The meaning of the 'M' is unknown.



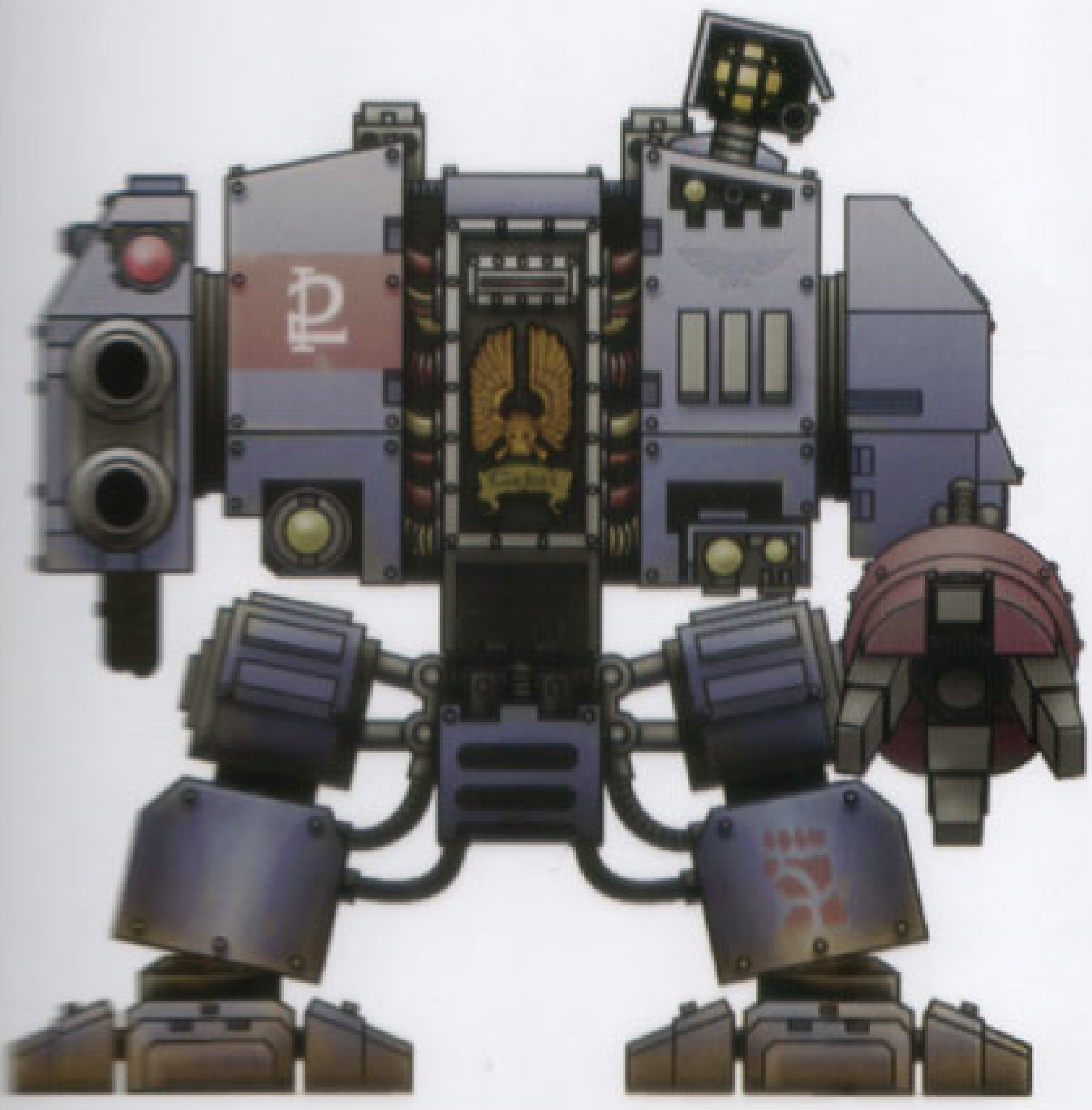
MkV Dreadnought of the Salamanders Chapter, 'Su'Matr'. The '1' indicates he is the first Dreadnought of an unmarked company. He is armed with twin-linked autocannons and a power fist arm. He bears the flame markings of the Promethean Cult. Su'Matr served as the Chapter's 'Master of the Forge' in M.37.



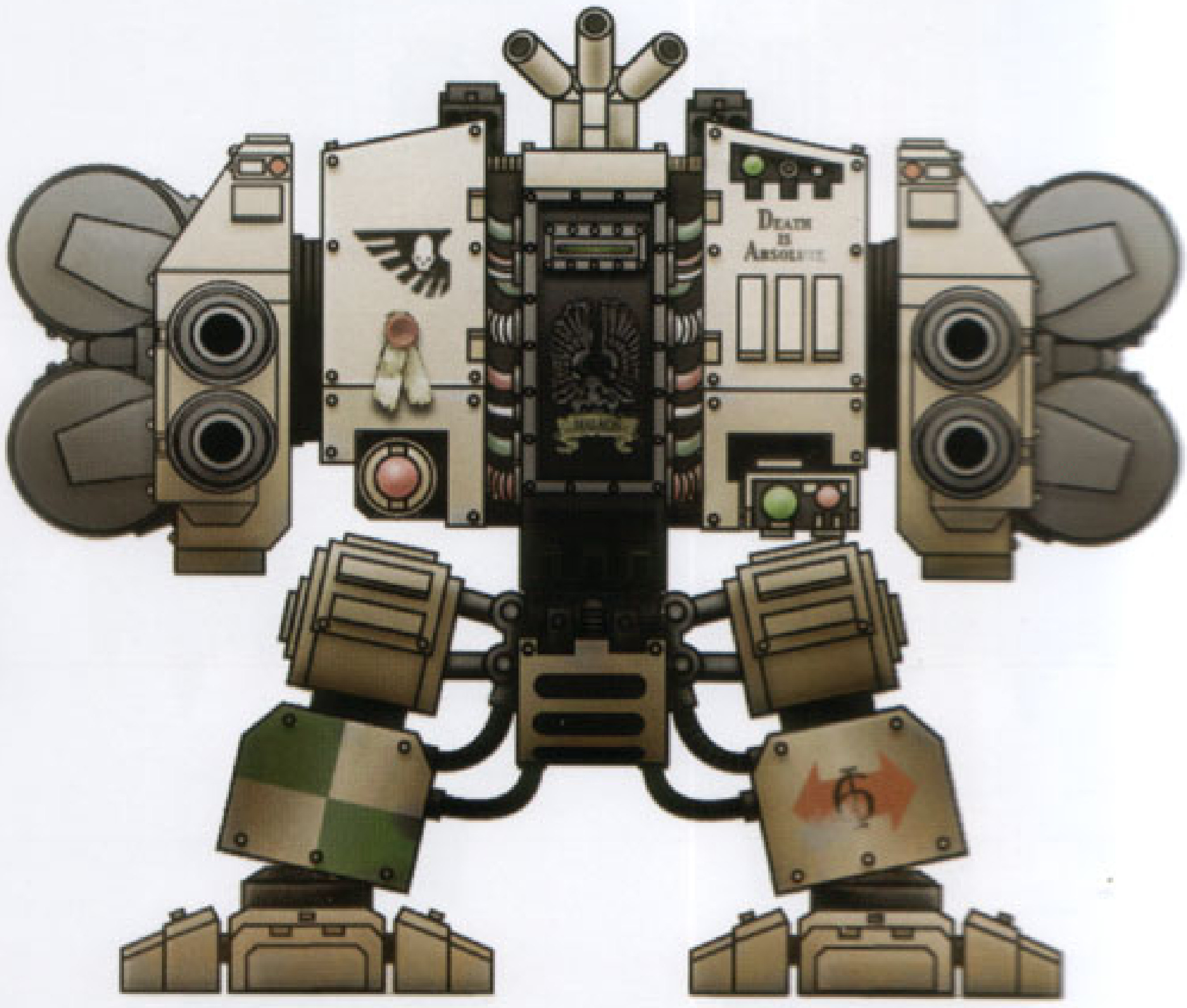
MkV Dreadnought of the Dark Angels Chapter, 'Deis', of the 4th company, armed with an assault cannon and a missile launcher arm. He bears purity seals and Chapter iconography, as well as the field badge of the 3rd Tranquility Campaign on his right leg, during which Veteran Sergeant Deis was critically wounded.



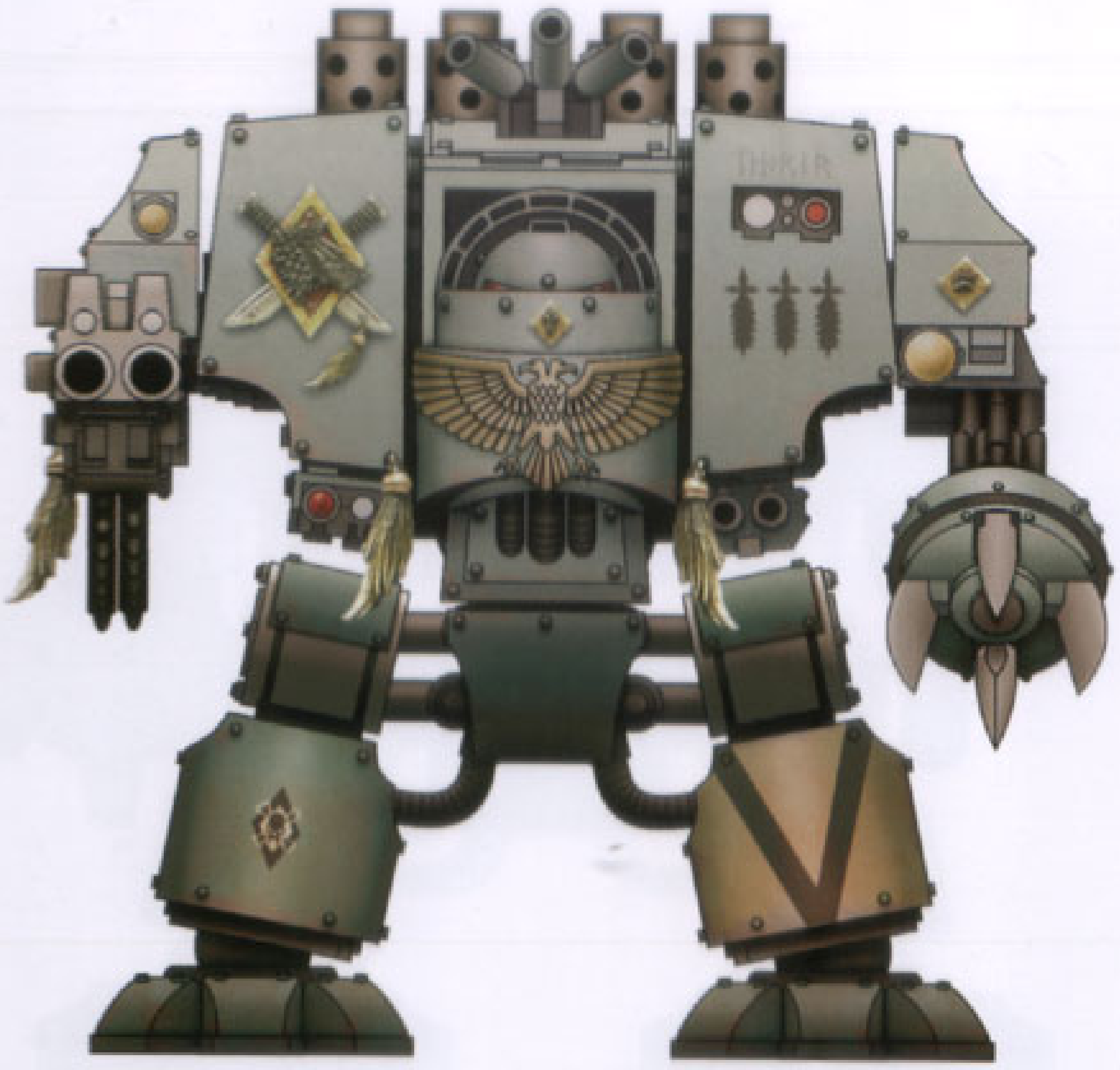
MkV Dreadnought of the Death Strike Chapter, 'Elias' of the 6th company, armed with plasma cannon and a power fist arm. Former Captain Elias was destroyed as part of the Chapter's rearguard during the Verdan II Extraction.



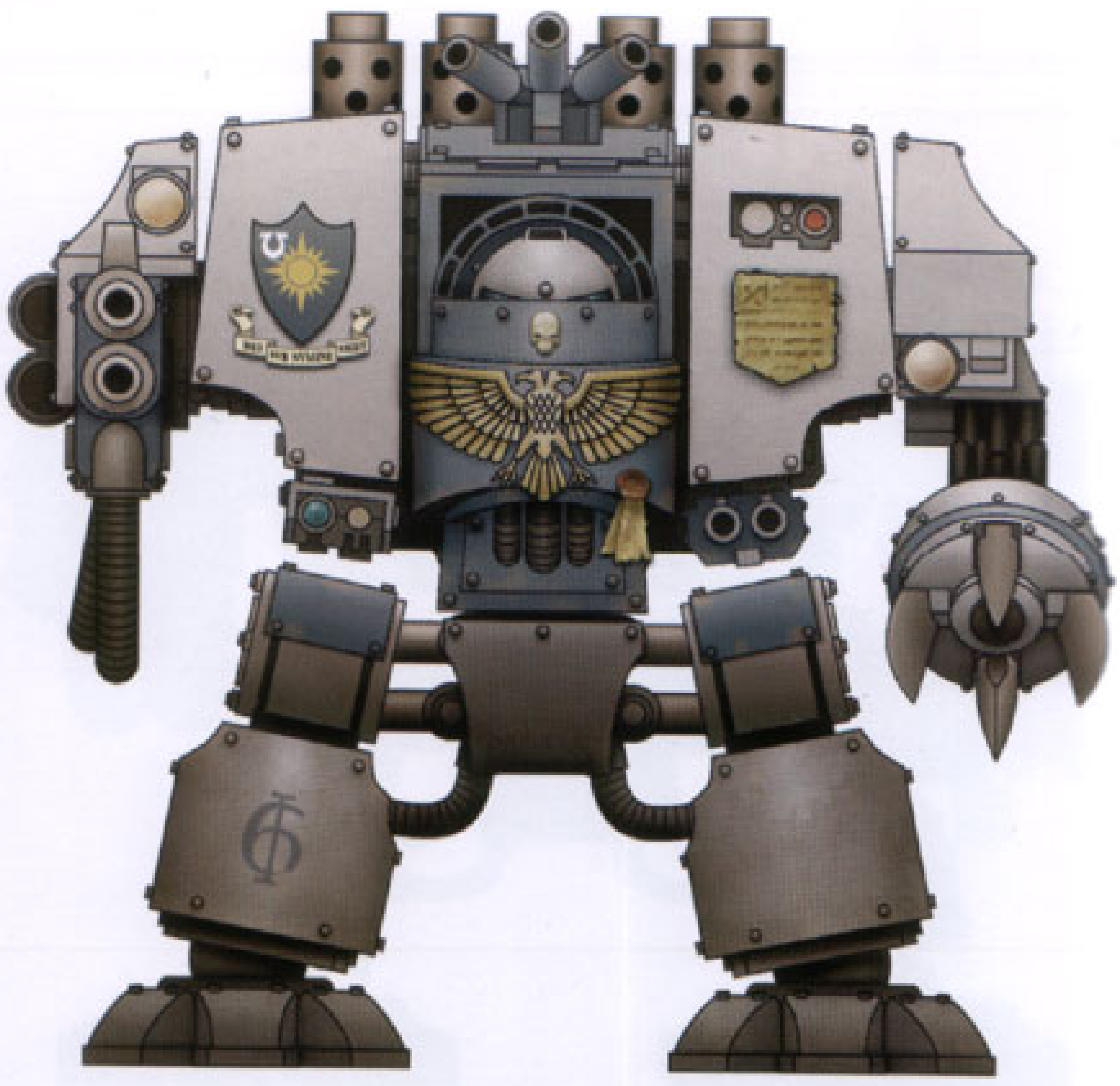
MkV Dreadnought of the Crimson Fists Chapter, 'Gebri', second Dreadnought of an unknown company. He is armed with an assault cannon and a power fist arm. Seen here as part of the Thule Intervention Force. Note the addition of a searchlight.



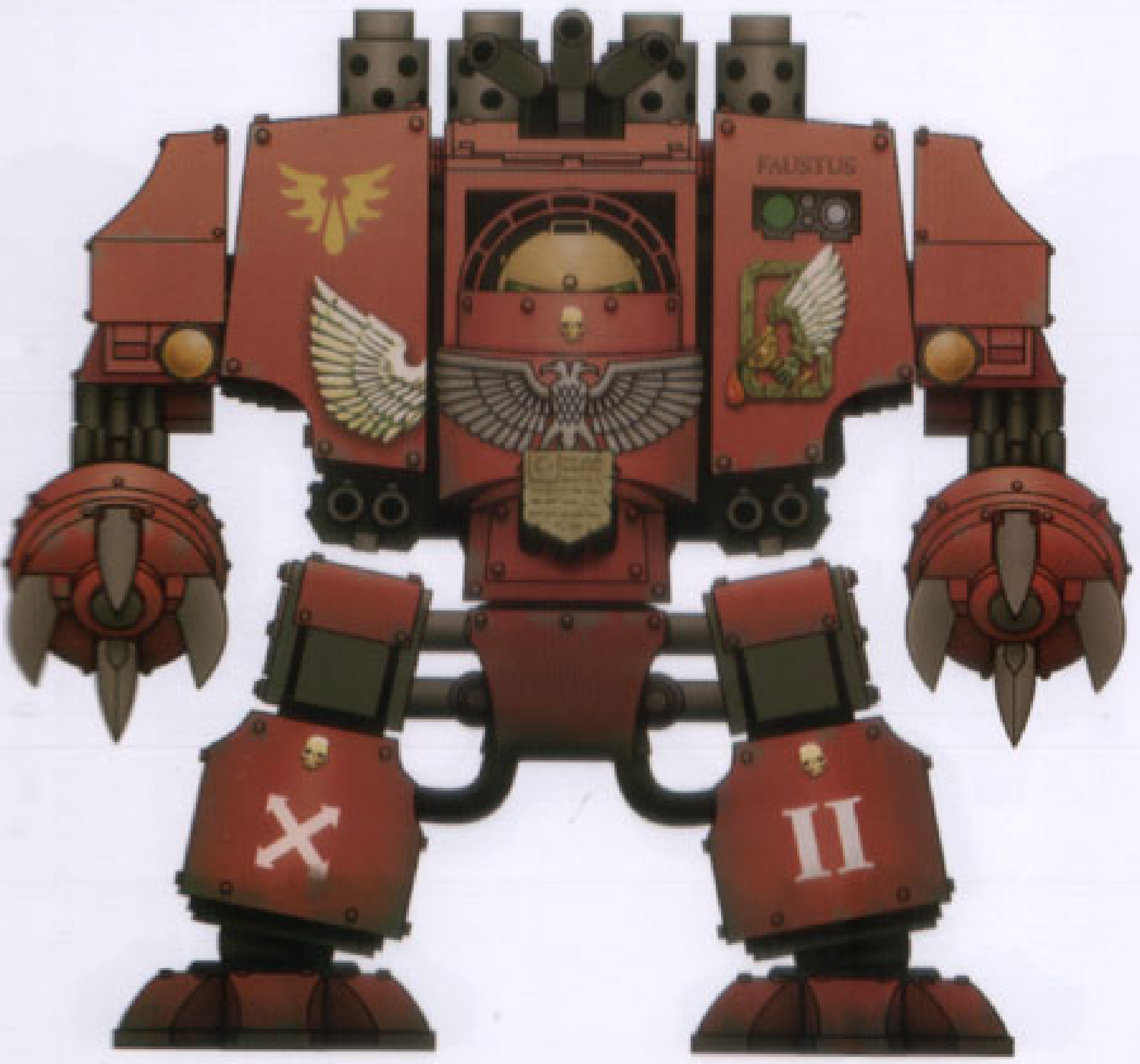
Rare MkV 'Mortis' pattern Dreadnought of the Angels of Absolution Chapter, 'Malach'. The markings on the left leg indicates he is part of 6th tactical company. Armed for a heavy fire support role, with twin-linked autocannons on both arms and bearing the company motto 'Death is Absolute'.



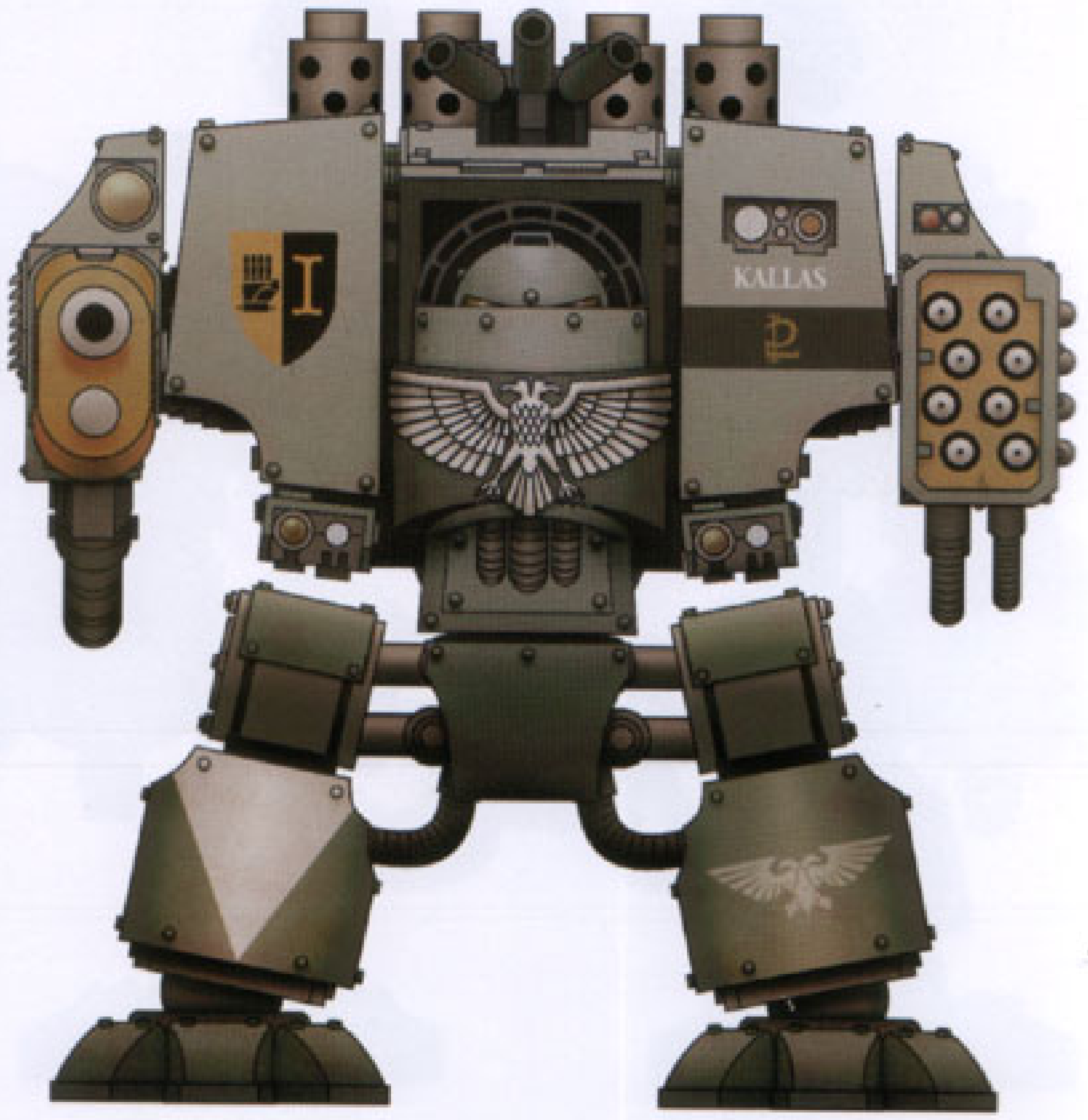
MkIV Dreadnought of the Space Wolves Chapter, 'Thorir', armed with twin-linked heavy bolters and a power fist arm and still bearing the honour badges and wolf tail totems he earned as a Wolf Guard to Kyrl Grimblood's Great Company.



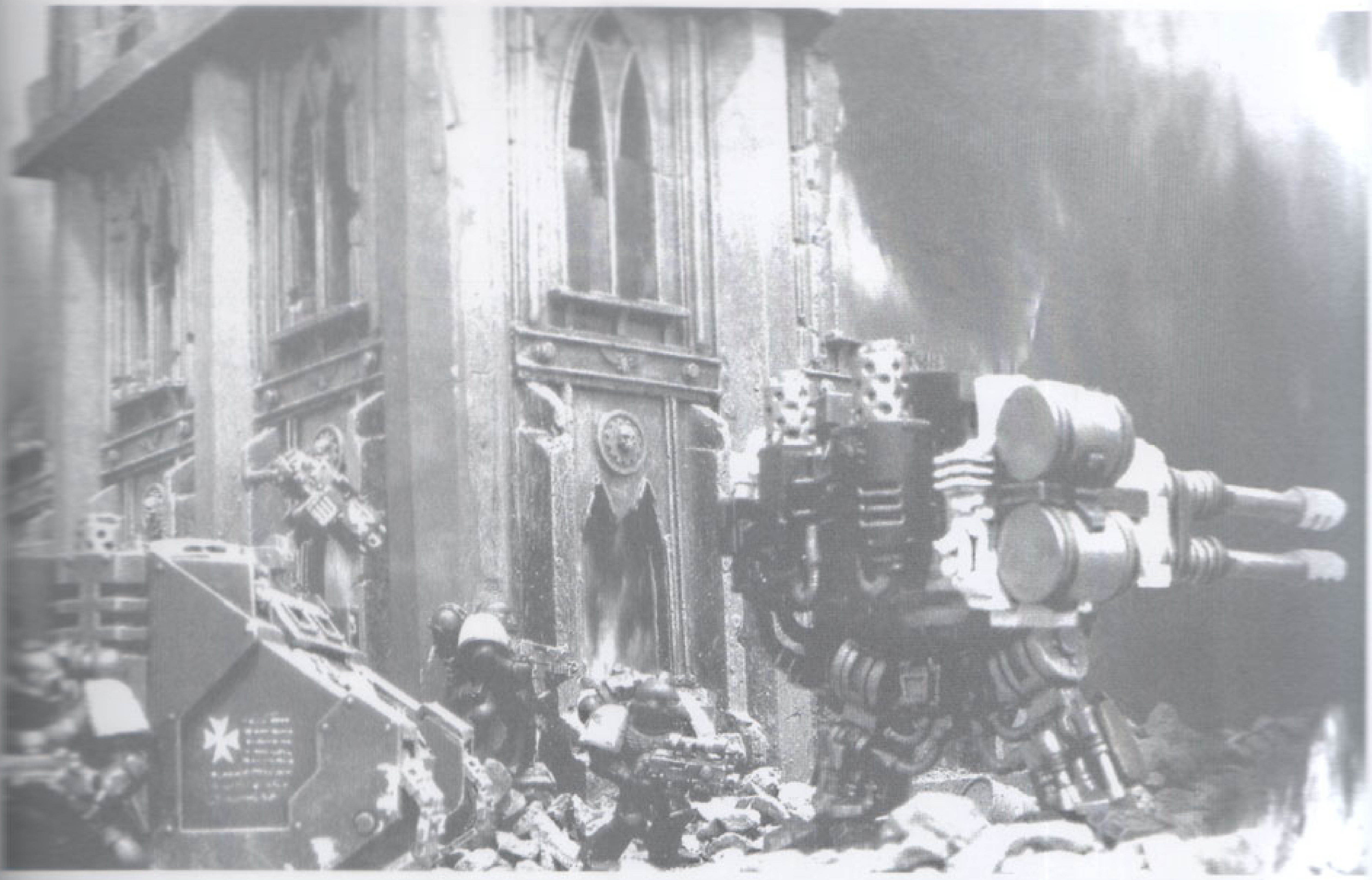
MkIV Dreadnought of the Praetors of Orpheus Chapter, 'Numine', of the sixth company, armed with a multi-melta and a power fist arm and bearing his personal motto 'Dei Sub Numine Viget'.

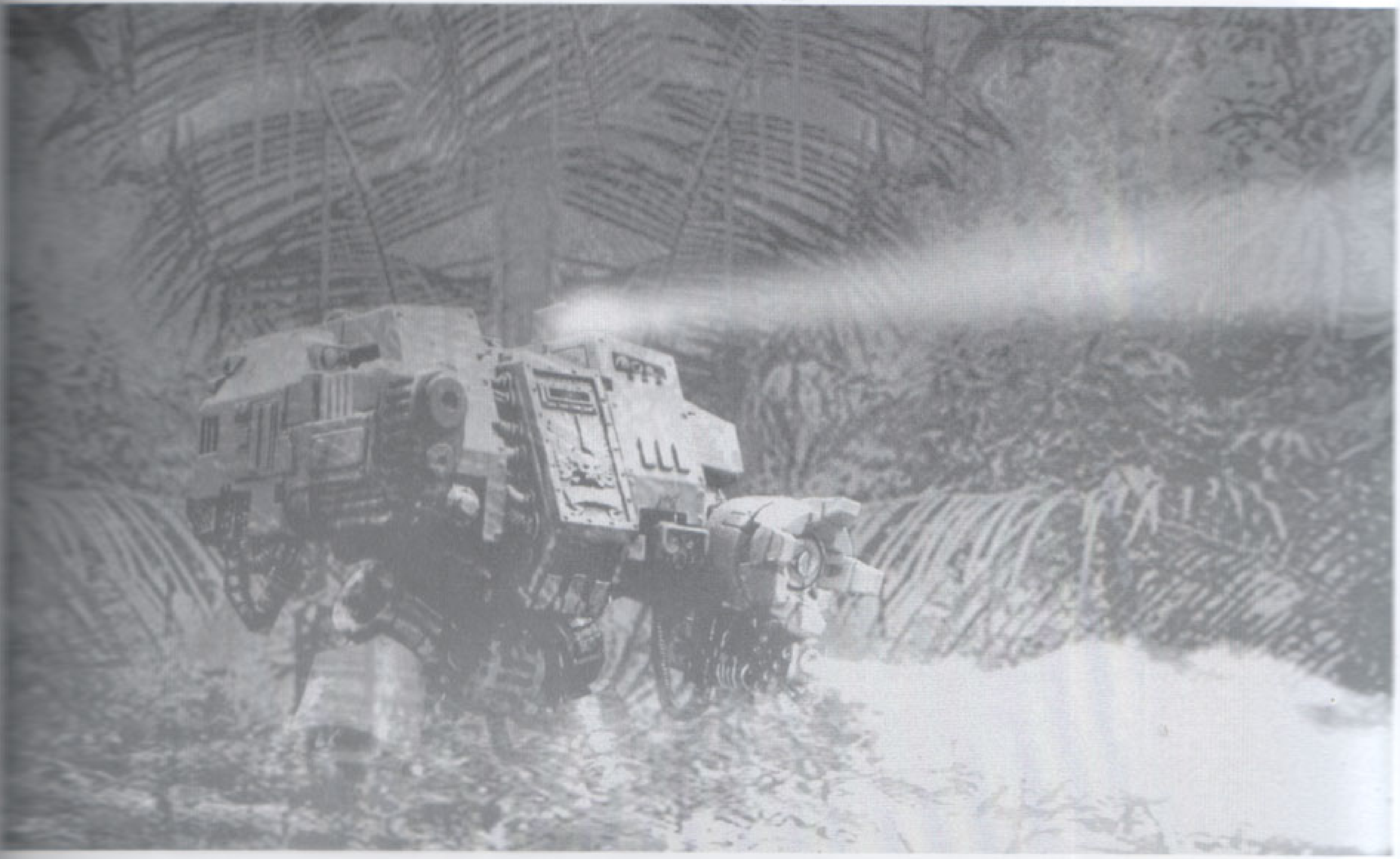


MkIV 'Furioso' pattern Dreadnought of the Blood Angels Chapter, 'Faustus', second Dreadnought of an unknown company. Faustus was former veteran assault trooper – indicated by the gold helmet and assault markings on the right leg.



MkIV Dreadnought of the Dark Hands Chapter, 'Kallas'. Armed with a plasma cannon and missile launcher, he is the second Dreadnought supporting the first company during the Chinchare Hrud Infestation.



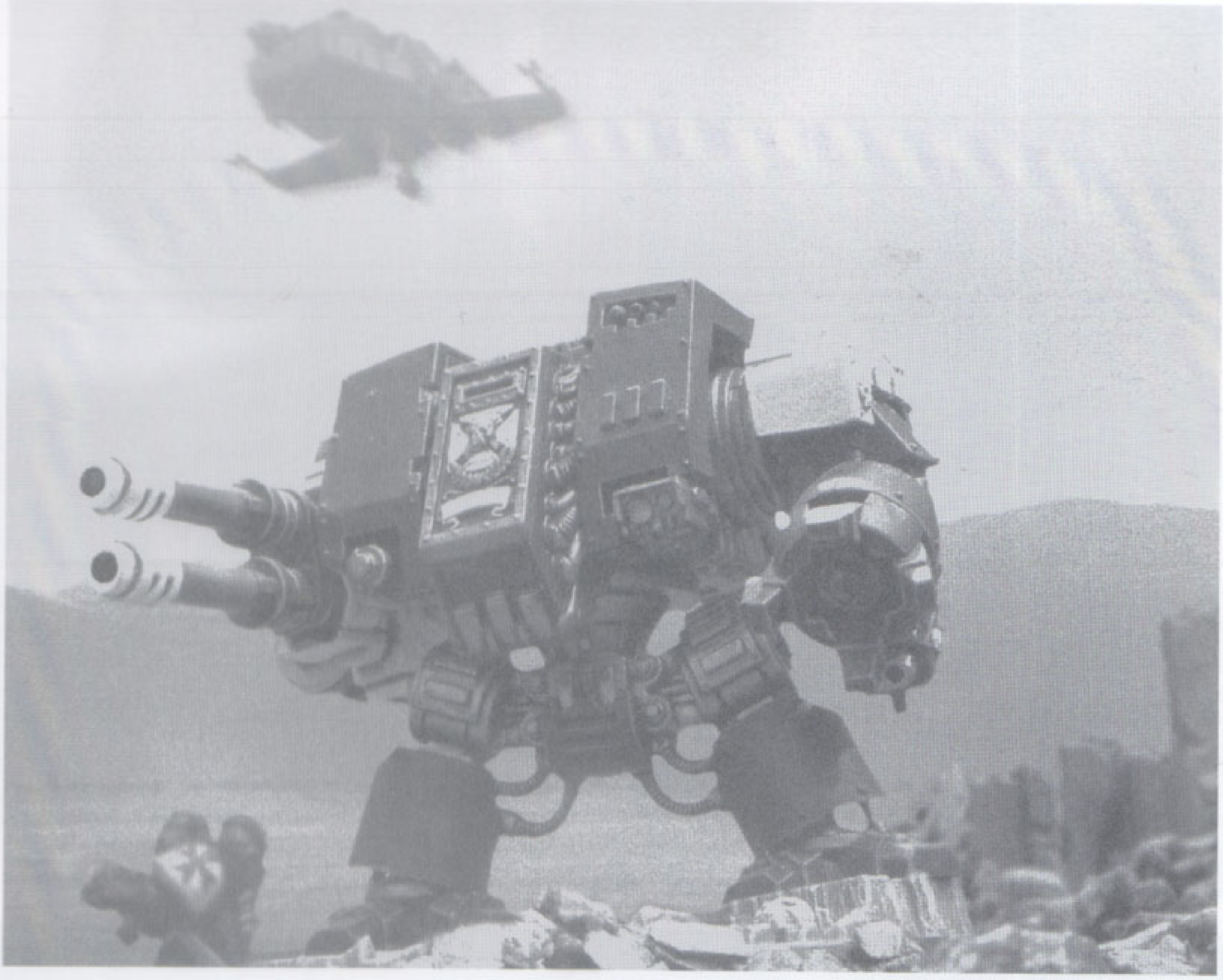


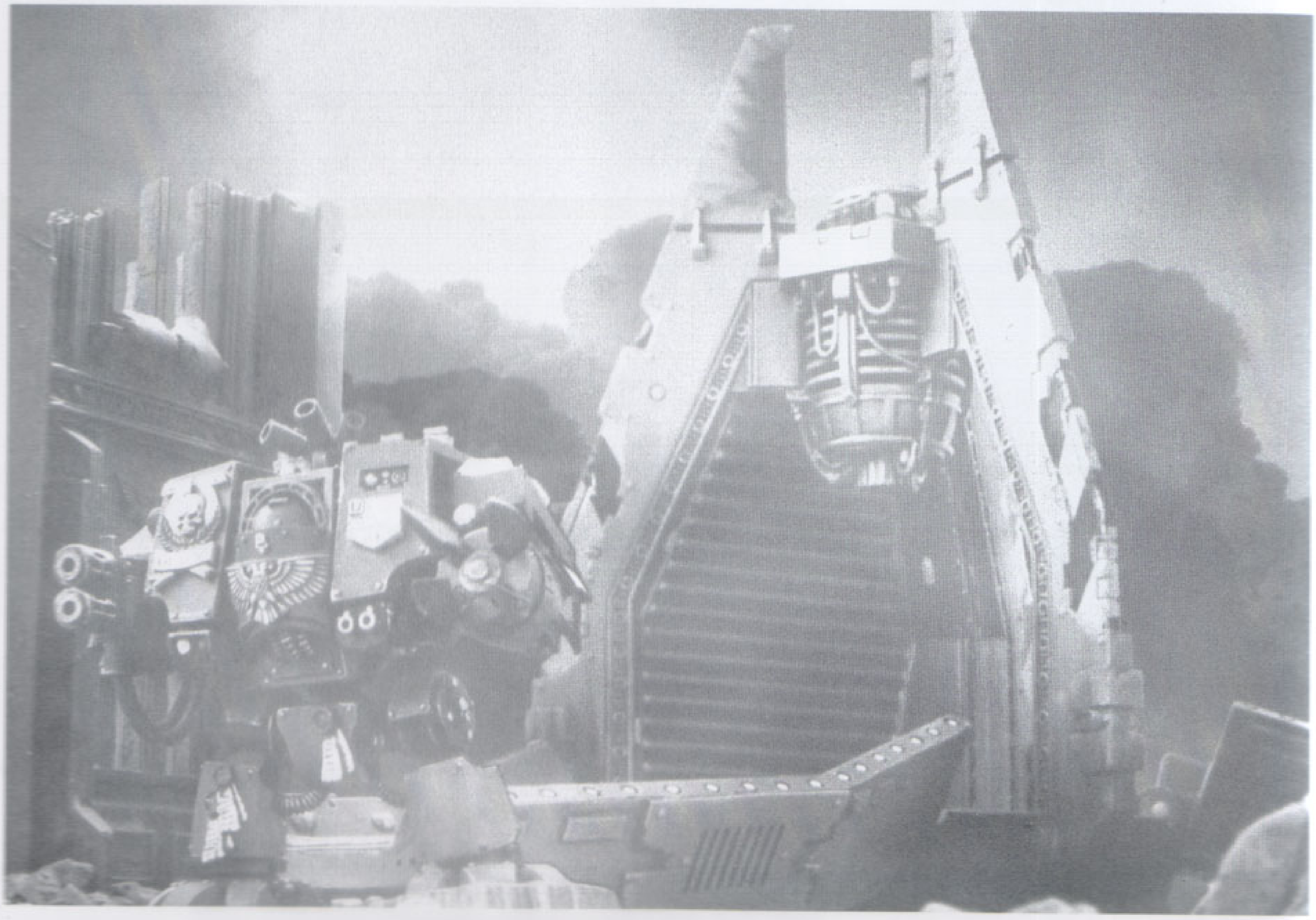
Top: A Black Templar squad debuss from a Rhino in support of their Dreadnought battle brother.

Above: Blood Angels Dreadnought, Brother Iscon, uses his searchlight to pierce the gloom and his heavy flamer to clear foliage during search and destroy operations against Feral Orks in the jungles of Armageddon Secundus.

Overleaf Top: Brother Siggard, Dreadnought of the Black Templars fifth company leads his battle brothers into battle across the Ash Wastes of Armageddon.

Overleaf Bottom: Brother Ferio, an Ultramarine MkIV Dreadnought of fourth company disembarks from his drop pod during the landings on Ichar IV to face the threatened invasion of Hive Fleet Kraken.





0-1 VENERABLE DREADNOUGHT

	Points	WS	BS	S	Front	Side	Rear	I	A
Dreadnought	125 + wpns	5	5	6(10)	12	12	10	4	3

Thought for the day:
Smite those that disbelieve, for they
have turned from the light and fallen

Type: Walker

Crew: Space Marine

Weapons: The Dreadnought's left arm is equipped with a Dreadnought close combat weapon with a built-in storm bolter. The Dreadnought's right arm must be equipped with one weapon from the following list: assault cannon at +30 pts; twin-linked lascannon at +50 pts; twin-linked heavy bolters at +30 pts; multi-melta at +40 pts; plasma cannon at +40 pts; twin-linked autocannons at +35 pts.

Options: The Dreadnought may be equipped with any of the following vehicle upgrades from the Space Marines Codex: extra armour, searchlight, or smoke launchers. No upgrades may be chosen more than once per Dreadnought.

The storm bolter may be upgraded to a heavy flamer at an additional cost of +10 pts.

The Dreadnought's close combat weapon can be upgraded to a missile launcher at an additional cost of +10 pts.

Elites: 0-1 Venerable Dreadnought is an Elites choice for a Space Marine army.

SPECIAL RULES

Hard to Kill: Venerable Dreadnoughts are extraordinarily tenacious. When the Venerable Dreadnought takes a glancing or penetrating hit, you may force your opponent to re-roll the resulting damage. You must accept the result of the second roll.

DREADNOUGHT

	Points	WS	BS	S	Front	Side	Rear	I	A
Dreadnought	75 + wpns	4	4	6(10)	12	12	10	4	2

Thought for the day:
Even though you once called him friend, the
Traitor has forsaken you. Show no mercy
even if he begs it, for his soul is tainted and
given the chance he will betray your trust

Type: Walker

Crew: Space Marine

Weapons: The Dreadnought's left arm is equipped with a Dreadnought close combat weapon with a built-in storm bolter. The Dreadnought's right arm must be equipped with one weapon from the following list: assault cannon at +30 pts; twin-linked lascannon at +50 pts; twin-linked heavy bolters at +30 pts; multi-melta at +40 pts; plasma cannon at +40 pts; twin-linked autocannons at +35 pts.

Options: The Dreadnought may be equipped with any of the following vehicle upgrades from the Space Marines Codex:, extra armour, searchlight, or smoke launchers. No upgrades may be chosen more than once per Dreadnought.

The storm bolter may be upgraded to a heavy flamer at an additional cost of +10 pts.

The Dreadnought's close combat weapon can be upgraded to a missile launcher at an additional cost of +10 pts.

Elites: A Dreadnought is an Elites choice for a Space Marine army.

FURIOSO DREADNOUGHT

	Points	WS	BS	S	Front	Side	Rear	I	A
Dreadnought	95	4	4	6(10)	12	12	10	4	2(3)

Thought for the day:
Only the faithless question

Type: Walker

Crew: Space Marine

Weapons: Two Dreadnought close combat weapon (extra attack already included in profile). The Dreadnought has one built-in storm bolter and one built-in meltagun.

Options: The 'Furioso' Dreadnought may be equipped with any of the following vehicle upgrades from the Space Marines Codex: extra armour, searchlight, or smoke launchers. No upgrades may be chosen more than once per Dreadnought.

The storm bolter may be upgraded to a heavy flamer at an additional cost of +10 pts.

Elites: A 'Furioso' Dreadnought is an Elites choice for a Blood Angels (and their Successor Chapters) army only.

SPECIAL RULES

Tear Attack: A 'Furioso' Dreadnought can use its two close combat weapons to tear apart enemy vehicles and therefore rolls 2D6 + Strength when working out Armour Penetration against vehicles.

0-1 MORTIS DREADNOUGHT

	Points	WS	BS	S	Front	Side	Rear	I	A
Dreadnought	65 + wpns	4	4	6	12	12	10	4	2

Thought for the day:
The flesh of your body is a reminder of
your own mortality.
Transcend the flesh and know immortality

Type: Walker

Crew: Space Marine

Weapons: The Dreadnought's arms are both equipped with heavy weapons. The weapons on each arm are always the same. Select a weapon type from the following list: two twin-linked lascannons +100 pts; two twin-linked autocannons +70 pts; two twin-linked heavy bolters +60 pts; two missile launchers + 50 pts.

Options: The 'Mortis' Dreadnought may be equipped with any of the following vehicle upgrades from the Space Marines Codex: extra armour, searchlight, or smoke launchers. No upgrades may be chosen more than once per Dreadnought.

Elites: 0-1 'Mortis' Dreadnought is an Elite choice for an Unforgiven Chapter (Dark Angels and their Successor Chapters only).

DROP PODS

Space Marine Chapters are often called upon to carry out special missions that require them to make a rapid assault from an orbiting strike cruiser or battle barge. They are well trained and equipped to carry this out. Each Chapter has access to Thunderhawk gunships, boarding torpedoes, teleporters and drop pods. These allow Space Marines to strike suddenly from orbit, without warning.

Drop pods are one-way, sealed, armoured landing craft. Once released they plummet through a planet's atmosphere, streaking across the sky, firing retro rockets to slow the descent before landing.

Service Record

Since the first Space Marine Legions were founded they have used drop pods to move men and equipment to a planet's surface. Fast and efficient, drop pods can be launched from strike cruisers or battle barges in low orbit to land anywhere on a planet's surface.

Being small and travelling at high-speed drop pods are very difficult to hit with anti-aircraft fire, and almost impossible to intercept with aircraft, should they even be close enough to react to a drop pod launch. This makes them a reliable method of delivering troops directly into battle. A single drop pod is also difficult to detect and track, making them useful for inserting scout teams.

There are many different patterns, models and sizes of drop pod. From large Dreadnought variants, which carry a single Dreadnought, to the standard five-man combat team drop pod, although larger ten man variants and Deathwind weapon systems are also used during drop pod assaults.

The Deathwind variant carries multiple automated heavy weapons. Once landed, a Deathwind will crack open to strafe the unsuspecting enemy in all directions, unleashing a brief but deadly hail of missiles or bullets before its ammunition runs out. Deathwinds are one-shot weapons, used to thin out the enemy ranks before the main assault arrives. Those pods that survive the battle will be recovered by the Chapter's Techmarines and rearmed ready for the next attack.

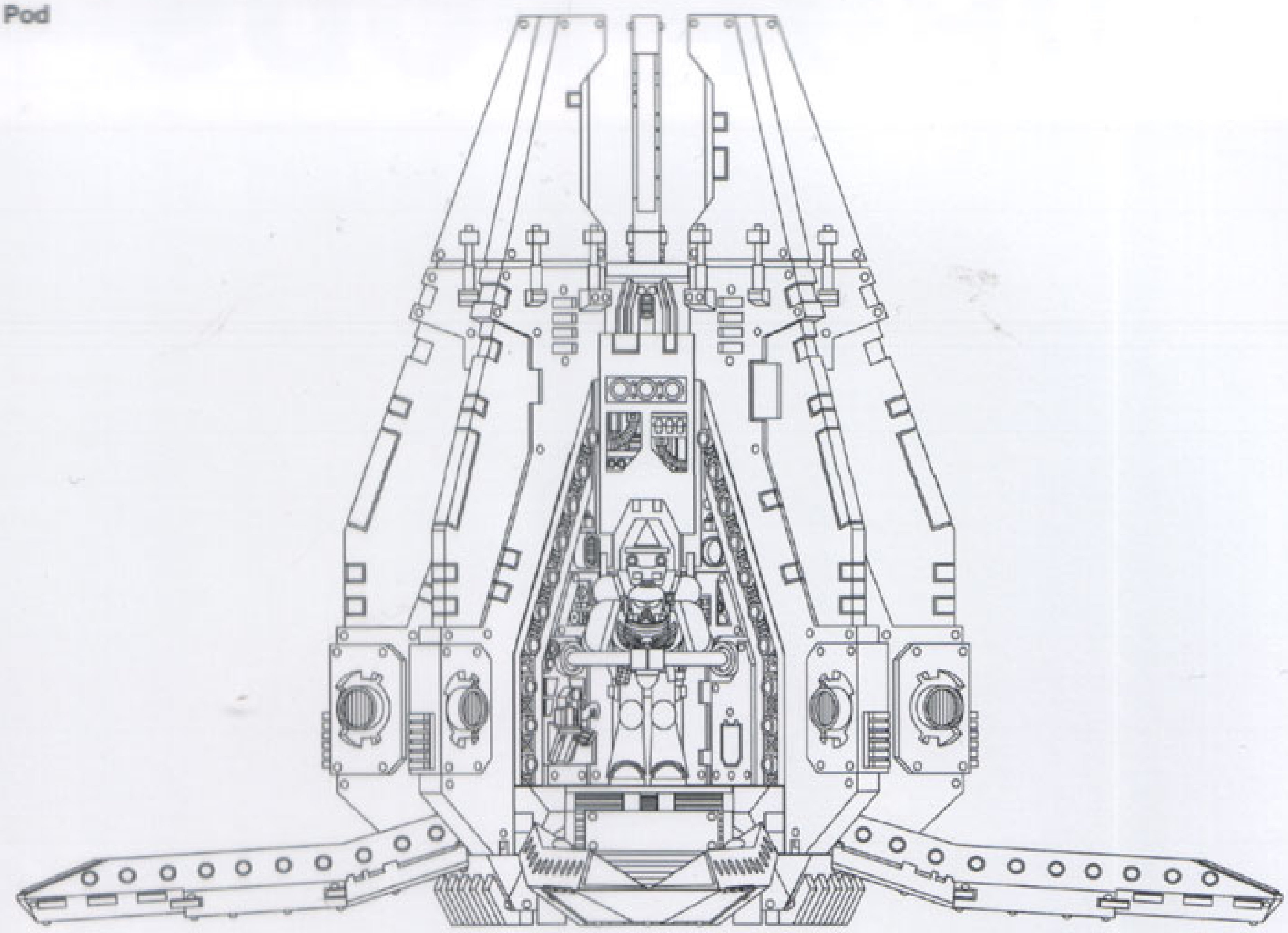
For all their versatility, drop pod assault are fraught with danger. They are not large enough to carry heavy vehicles, such as Rhinos or Land Raiders, which means an attack must forgo its heaviest support units. However, the ability to strike anywhere, anytime, makes them a valuable asset.

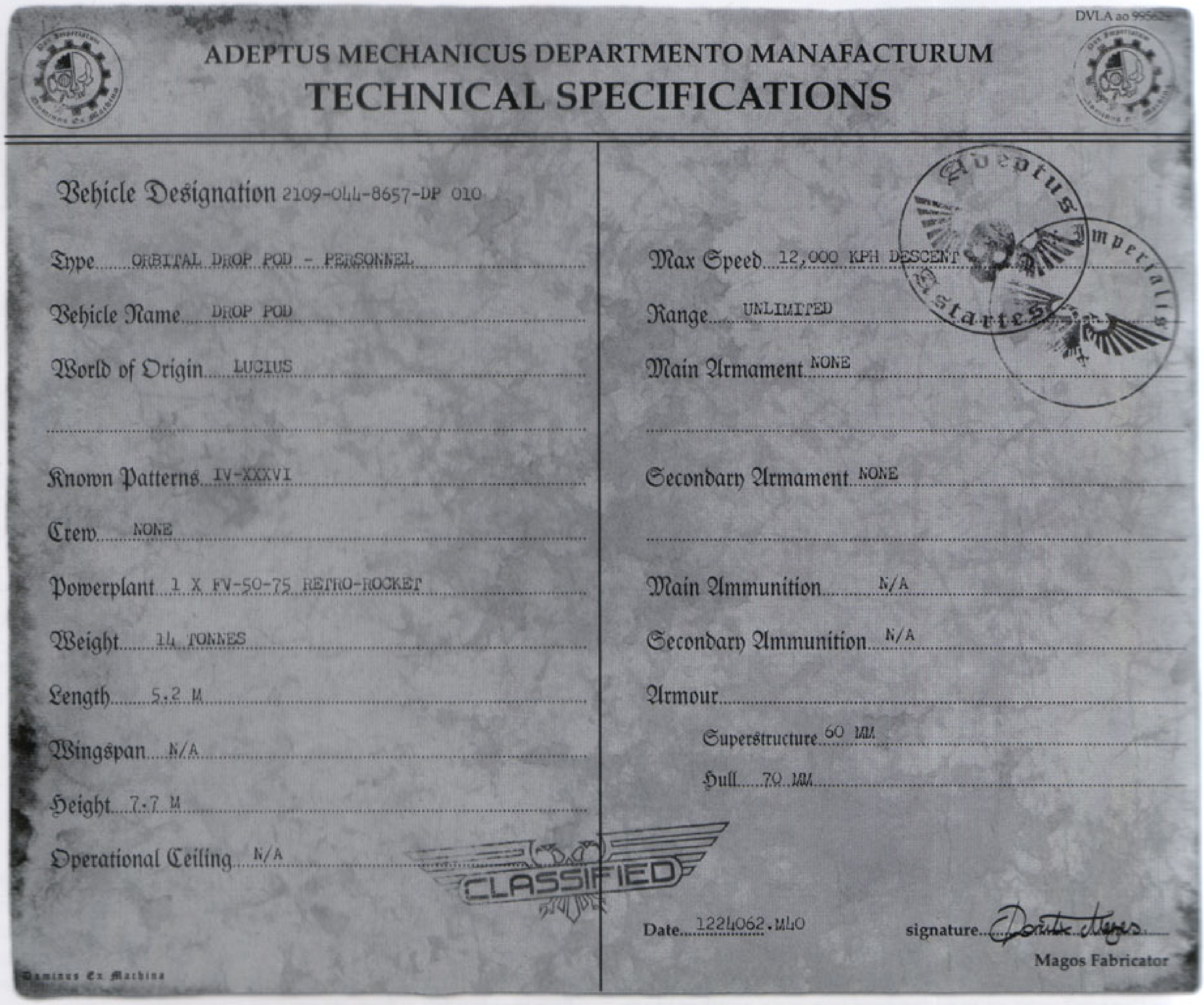
Notable Features

All drop pods have an armoured exterior casing to protect them against incoming fire as they approach a battlefield, with reinforced heat shielding to protect them against the heat of atmospheric re-entry.

The Machine Spirit of each drop pod controls the vehicles descent, guiding it to its target co-ordinates and relaying telemetry information to its mother ship. Commanders on the mother ship can make slight adjustments to the drop pod's flight through control of its retro rockets and control fins making for a high degree of accuracy.

Lucius pattern Drop Pod





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ADEPTUS MECHANICUS DEPARTMENTO MANAFACTURUM

TECHNICAL SPECIFICATIONS

Vehicle Designation 2109-044-8657-DP 010

Type ORBITAL DROP POD - PERSONNEL

Vehicle Name DROP POD

World of Origin LUCIUS

Known Patterns IV-XXXVI

Crew NONE

Powerplant 1 X FV-50-75 RETRO-ROCKET

Weight 14 TONNES

Length 5.2 M

Wingspan N/A

Height 7.7 M

Operational Ceiling N/A

Max Speed 12,000 KPH DESCENT

Range UNLIMITED

Main Armament NONE

Secondary Armament NONE

Main Ammunition N/A

Secondary Ammunition N/A

Armour

Superstructure 60 MM

Hull 70 MM

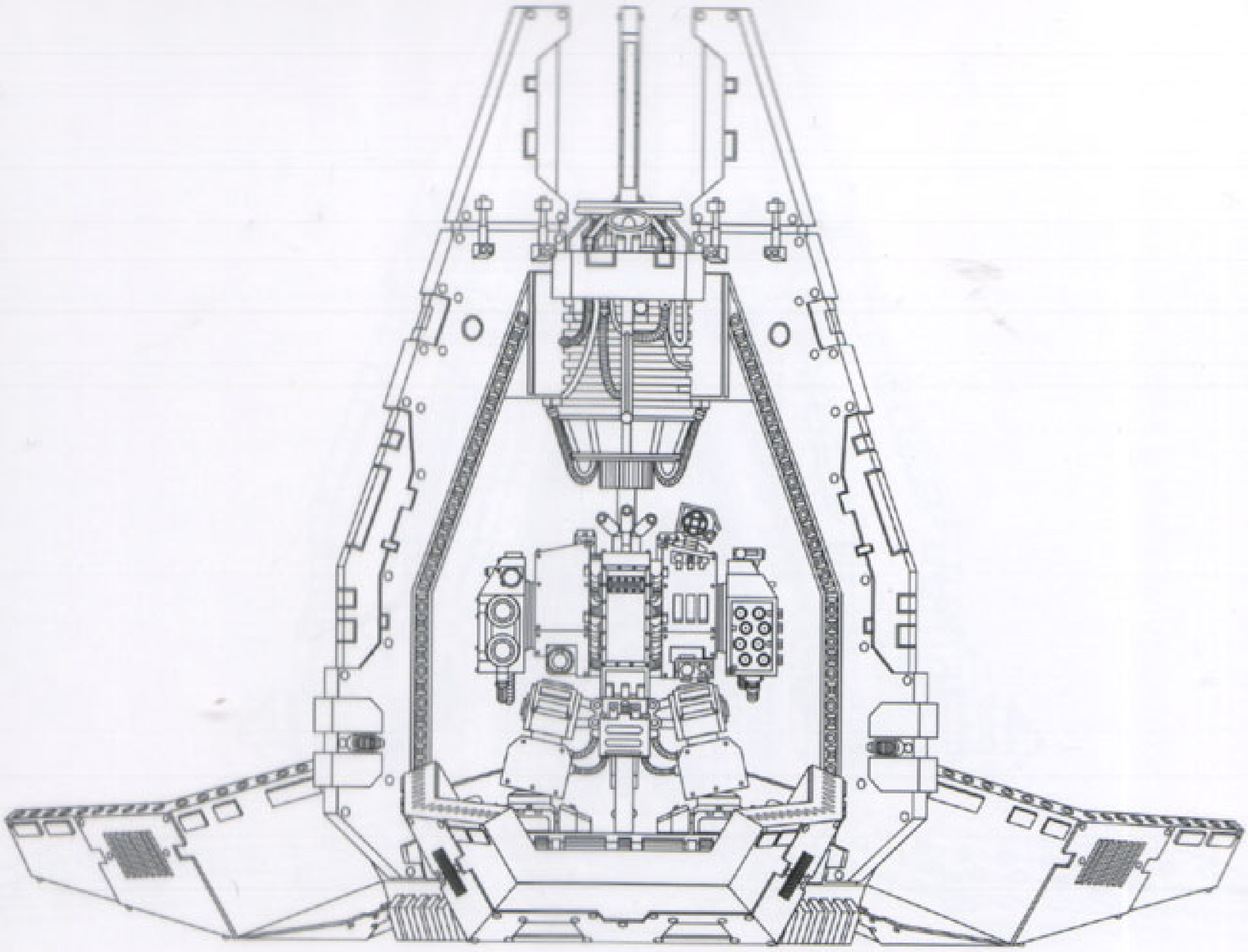
CLASSIFIED

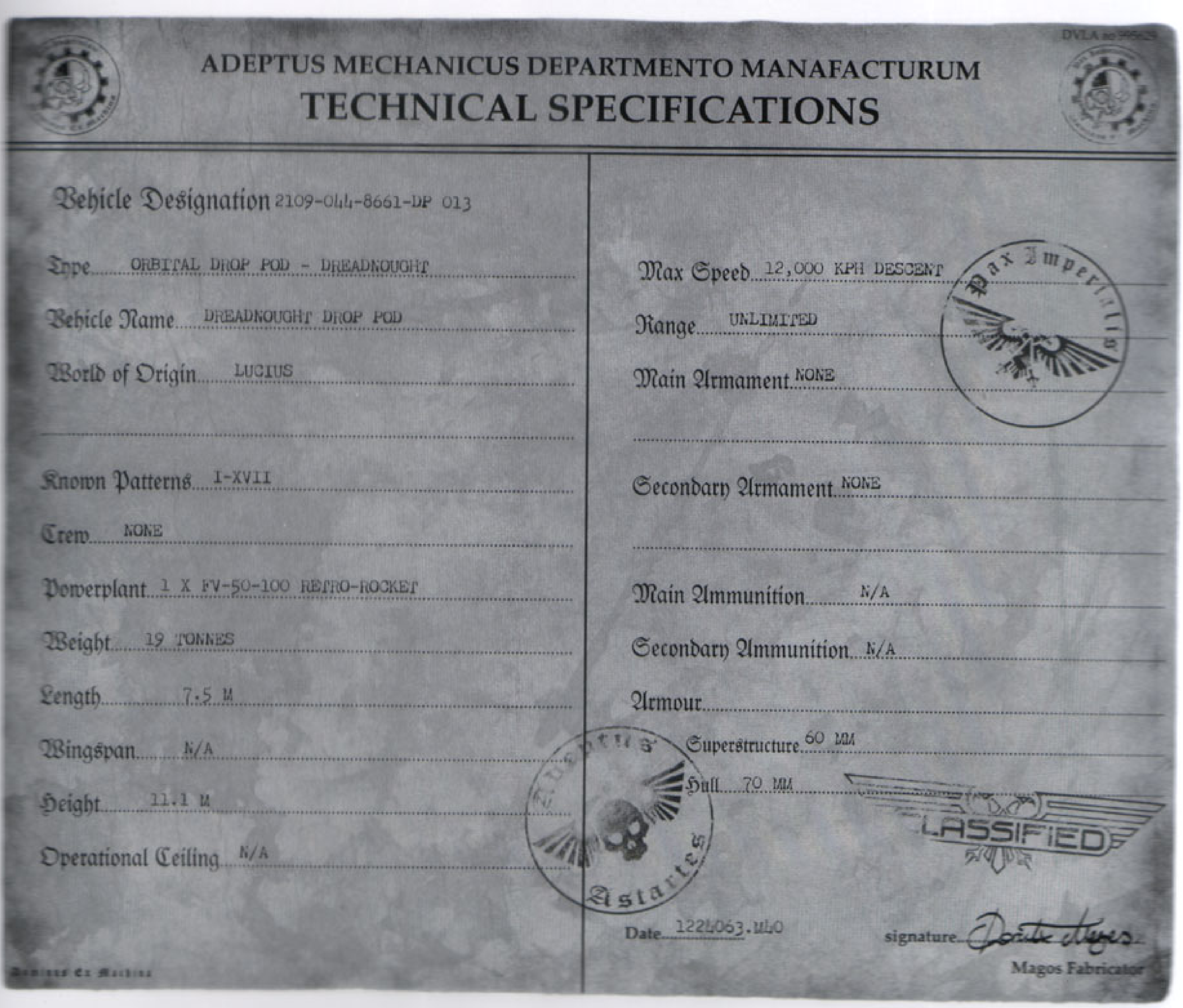
Date 1224062.M40

signature

Magos Fabricator

Dominus Ex Machina





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ADEPTUS MECHANICUS DEPARTMENTO MANAFACTURUM
TECHNICAL SPECIFICATIONS

Vehicle Designation 2109-044-8661-DP 013

Type ORBITAL DROP POD - DREADNOUGHT

Vehicle Name DREADNOUGHT DROP POD

World of Origin LUCIUS

Known Patterns I-XVII

Crew NONE

Powerplant 1 X FV-50-100 RETRO-ROCKET

Weight 19 TONNES

Length 7.5 M

Wingspan N/A

Height 11.1 M

Operational Ceiling N/A

Max Speed 12,000 KPH DESCENT

Range UNLIMITED

Main Armament NONE

Secondary Armament NONE

Main Ammunition N/A

Secondary Ammunition N/A

Armour

Superstructure 60 MM

Hull 70 MM

Pax Imperialis

Adeptus Astartes

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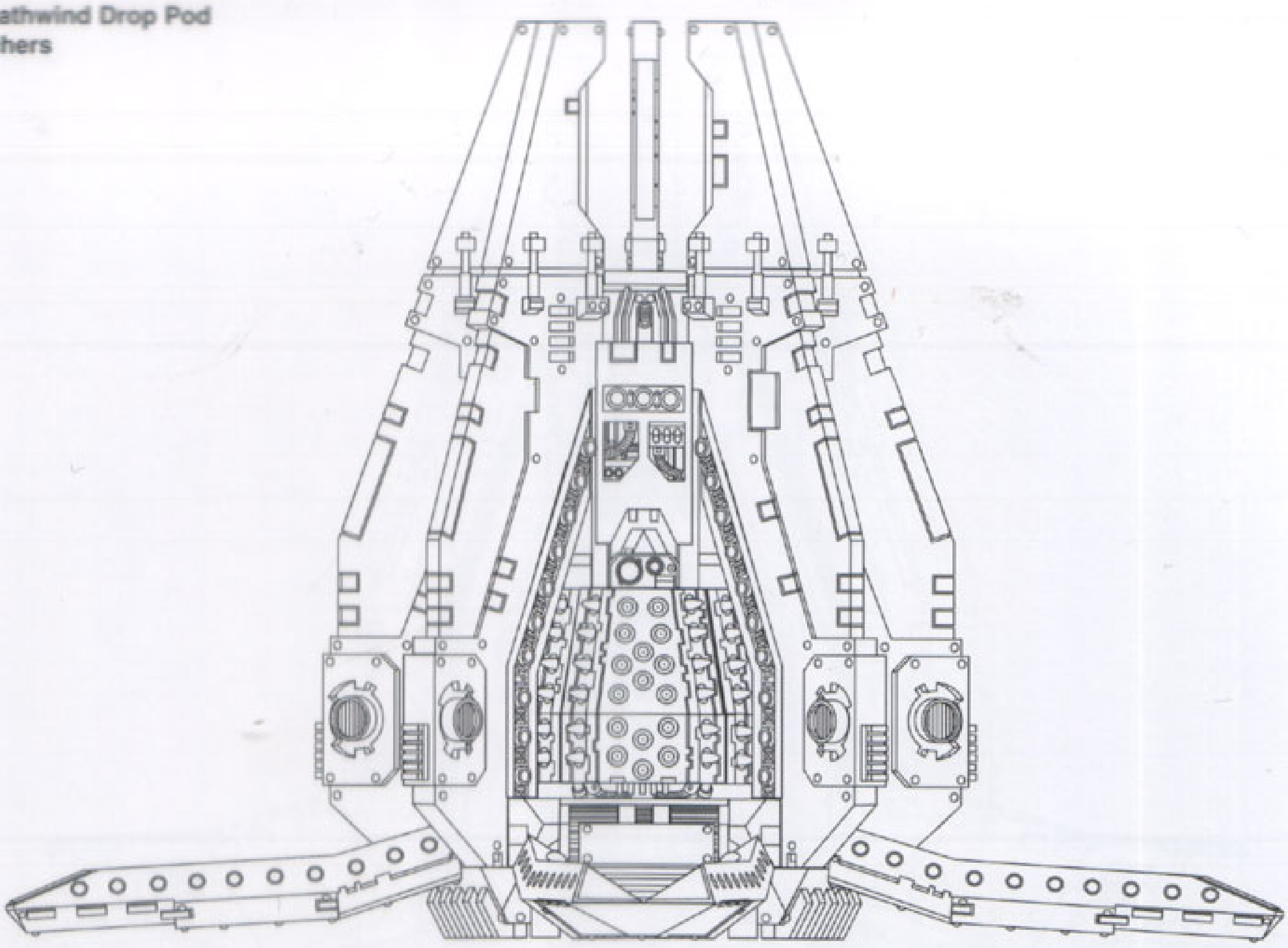
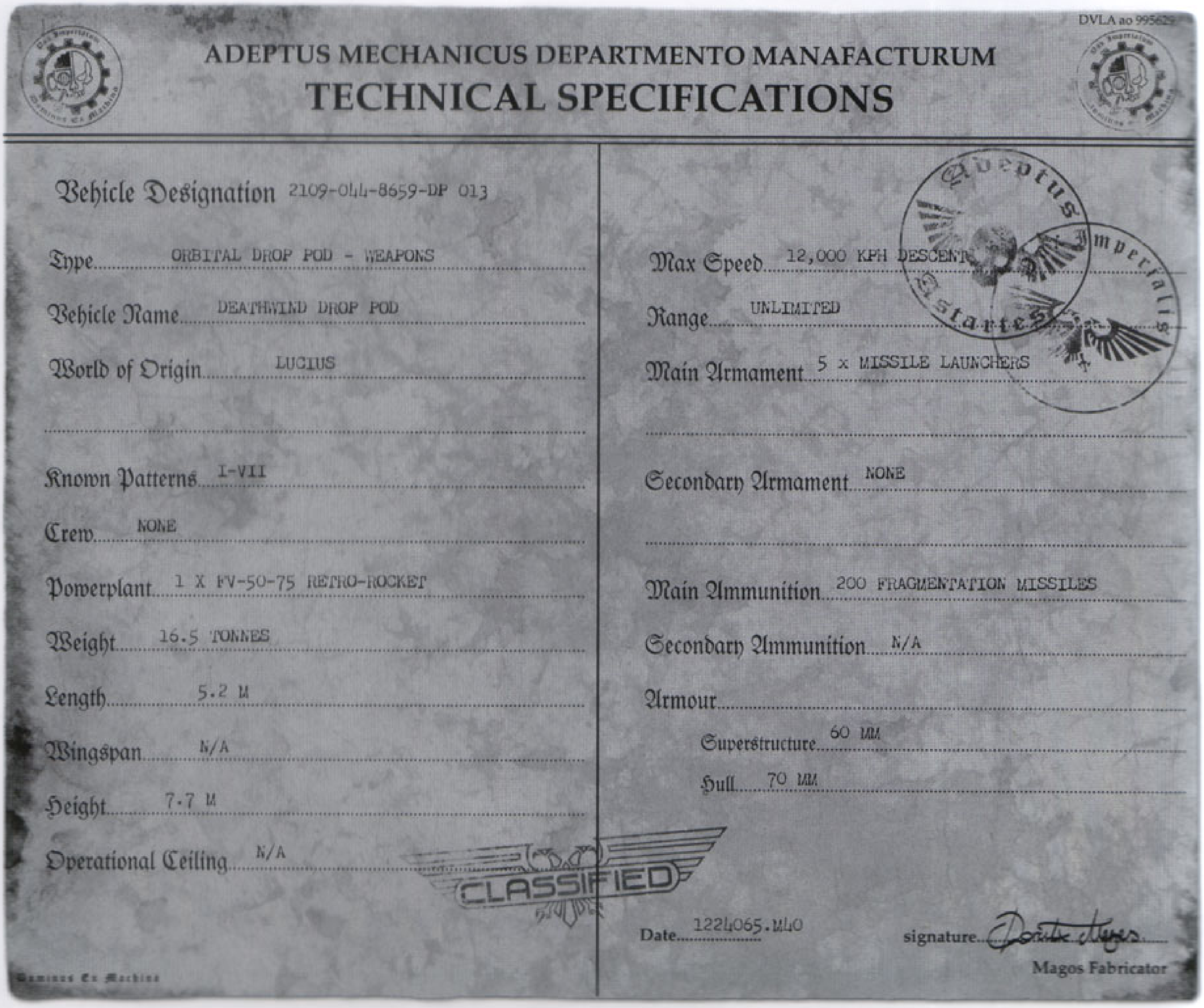
Magos Fabricator

[illegible] Ex Machina

Lucius pattern Deathwind Drop Pod with missile launchers





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ADEPTUS MECHANICUS DEPARTMENTO MANAFACTURUM

TECHNICAL SPECIFICATIONS

Vehicle Designation 2109-044-8659-DP 013

Type ORBITAL DROP POD - WEAPONS

Vehicle Name DEATHWIND DROP POD

World of Origin LUCIUS

Known Patterns I-VII

Crew NONE

Powerplant 1 X FV-50-75 RETRO-ROCKET

Weight 16.5 TONNES

Length 5.2 M

Wingspan N/A

Height 7.7 M

Operational Ceiling N/A

Max Speed 12,000 KPH DESCENT

Range UNLIMITED

Main Armament 5 x MISSILE LAUNCHERS

Secondary Armament NONE

Main Ammunition 200 FRAGMENTATION MISSILES

Secondary Ammunition N/A

Armour

Superstructure 60 MM

Hull 70 MM

Adeptus Astartes

Imperialis

CLASSIFIED

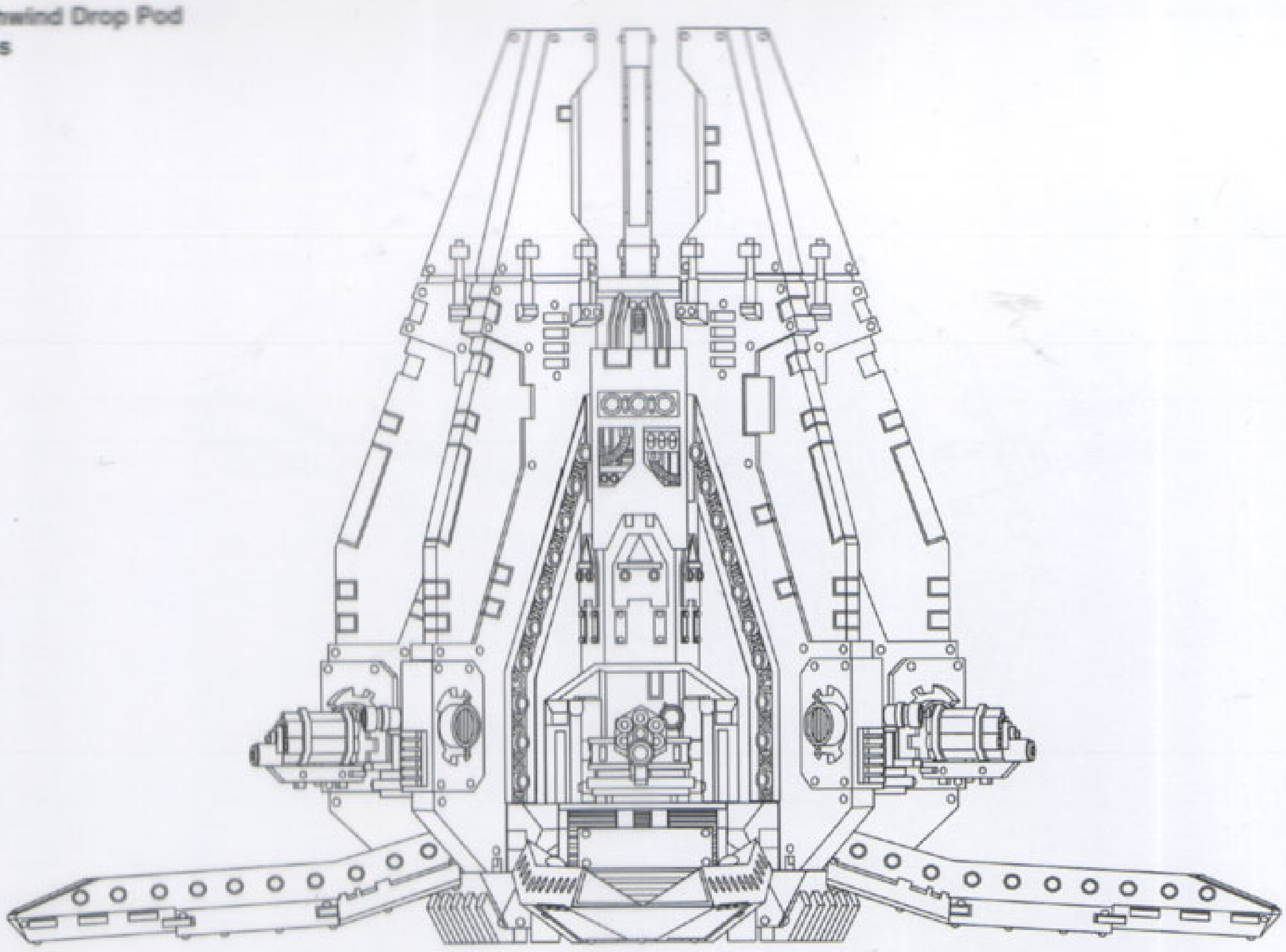
Date 1224065.M40

signature

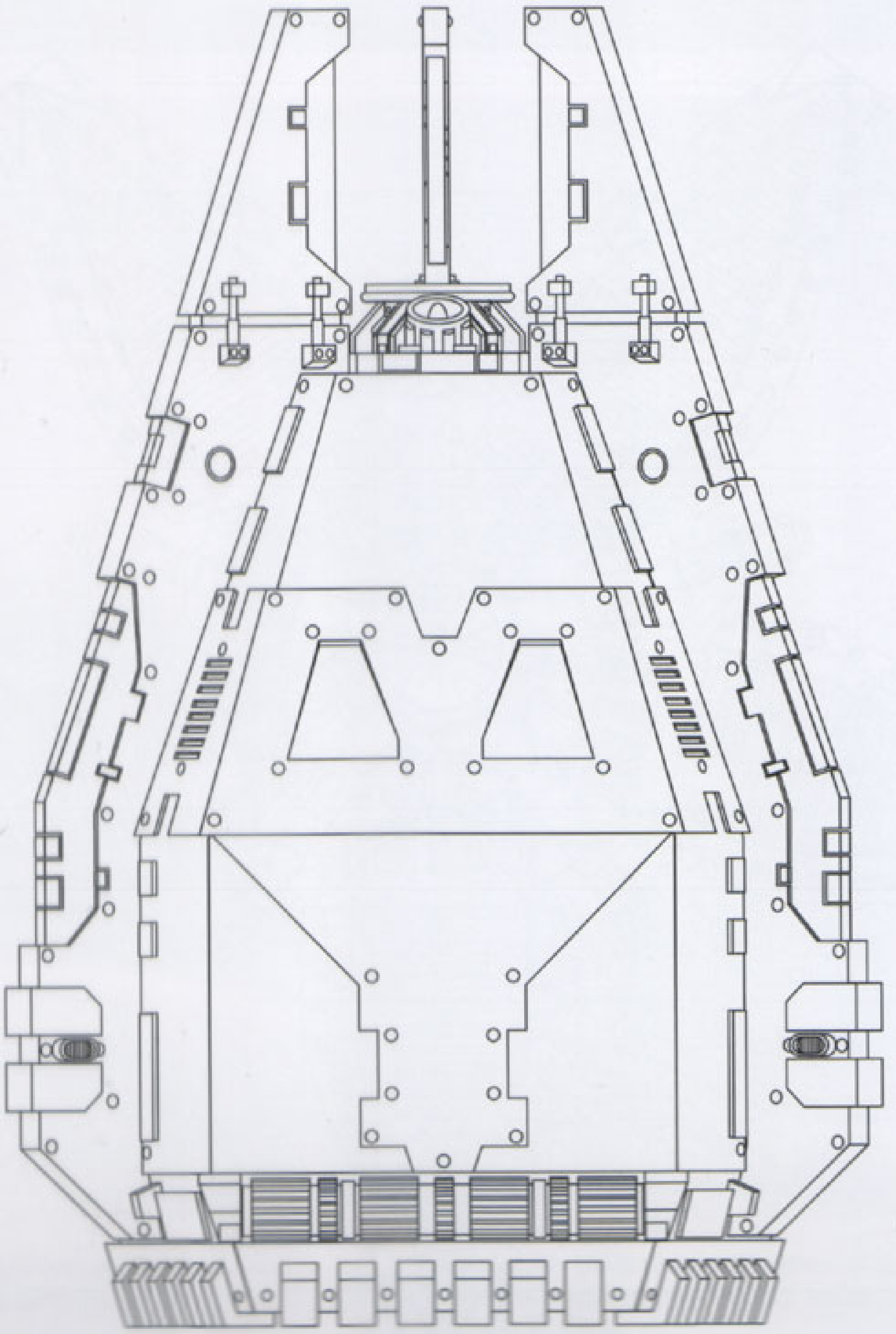
Magos Fabricator

Dominus Ex Machina

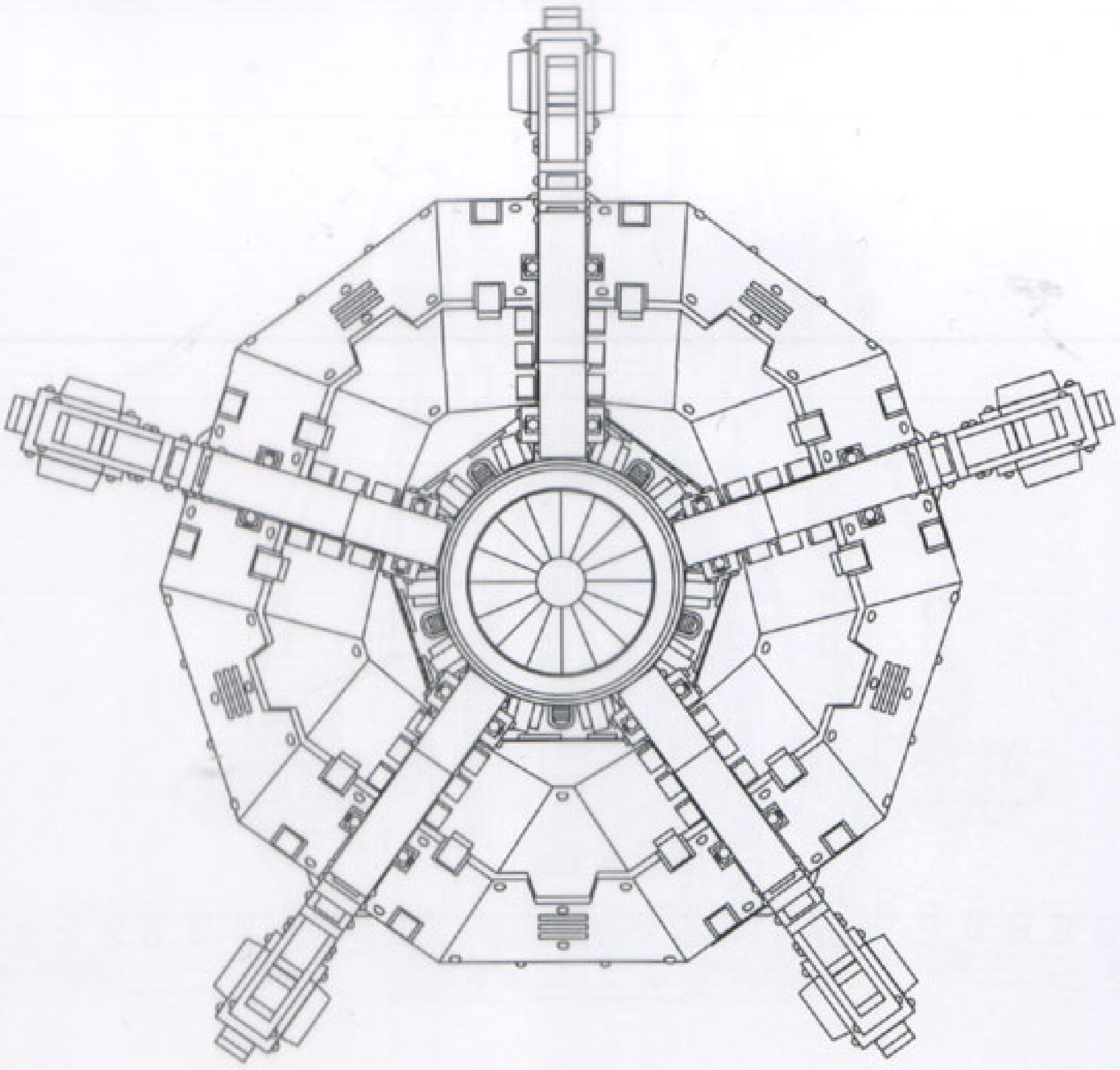
Lucius pattern Deathwind Drop Pod with assault cannons



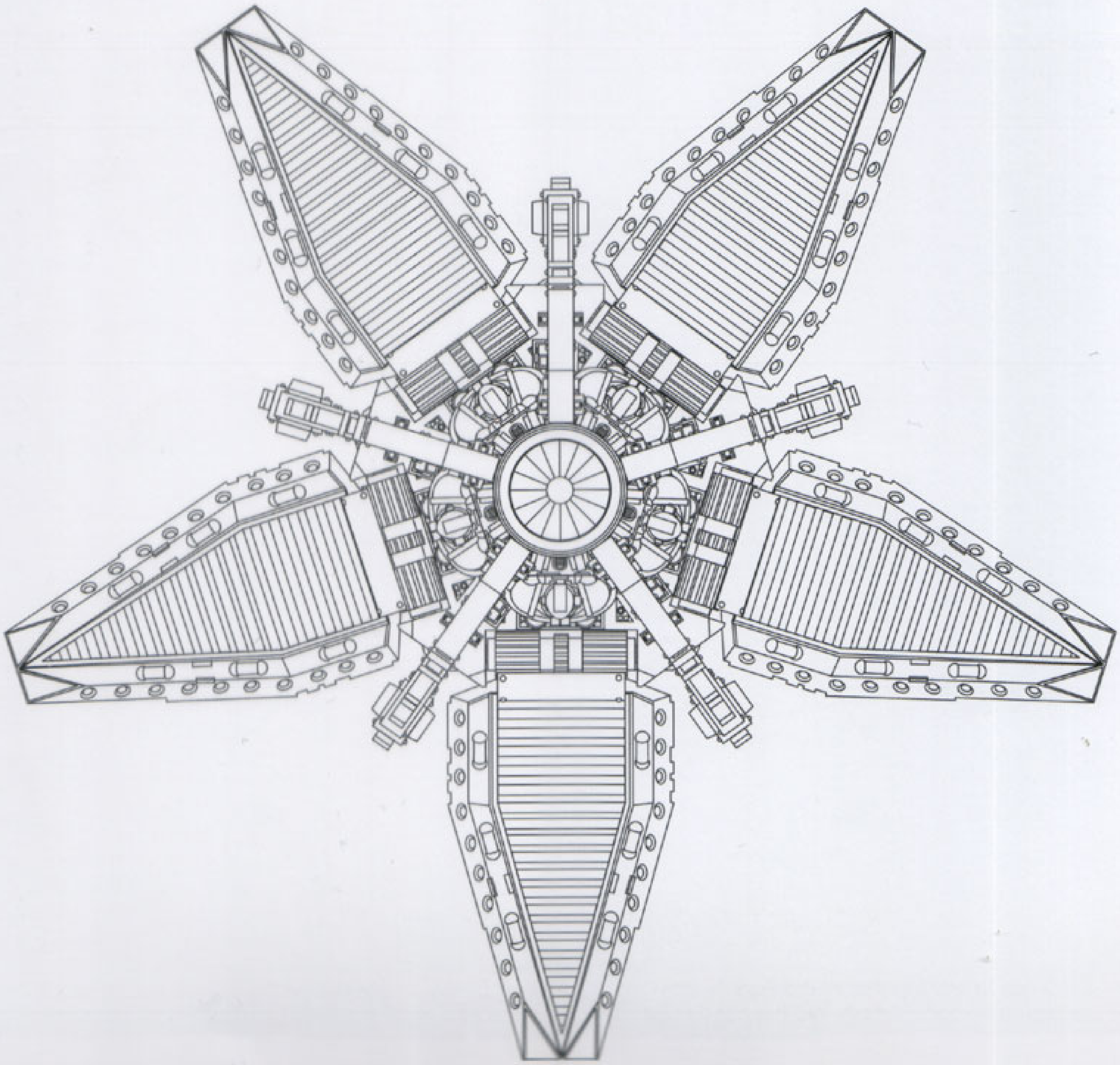
Lucius pattern Dreadnought Drop Pod – closed

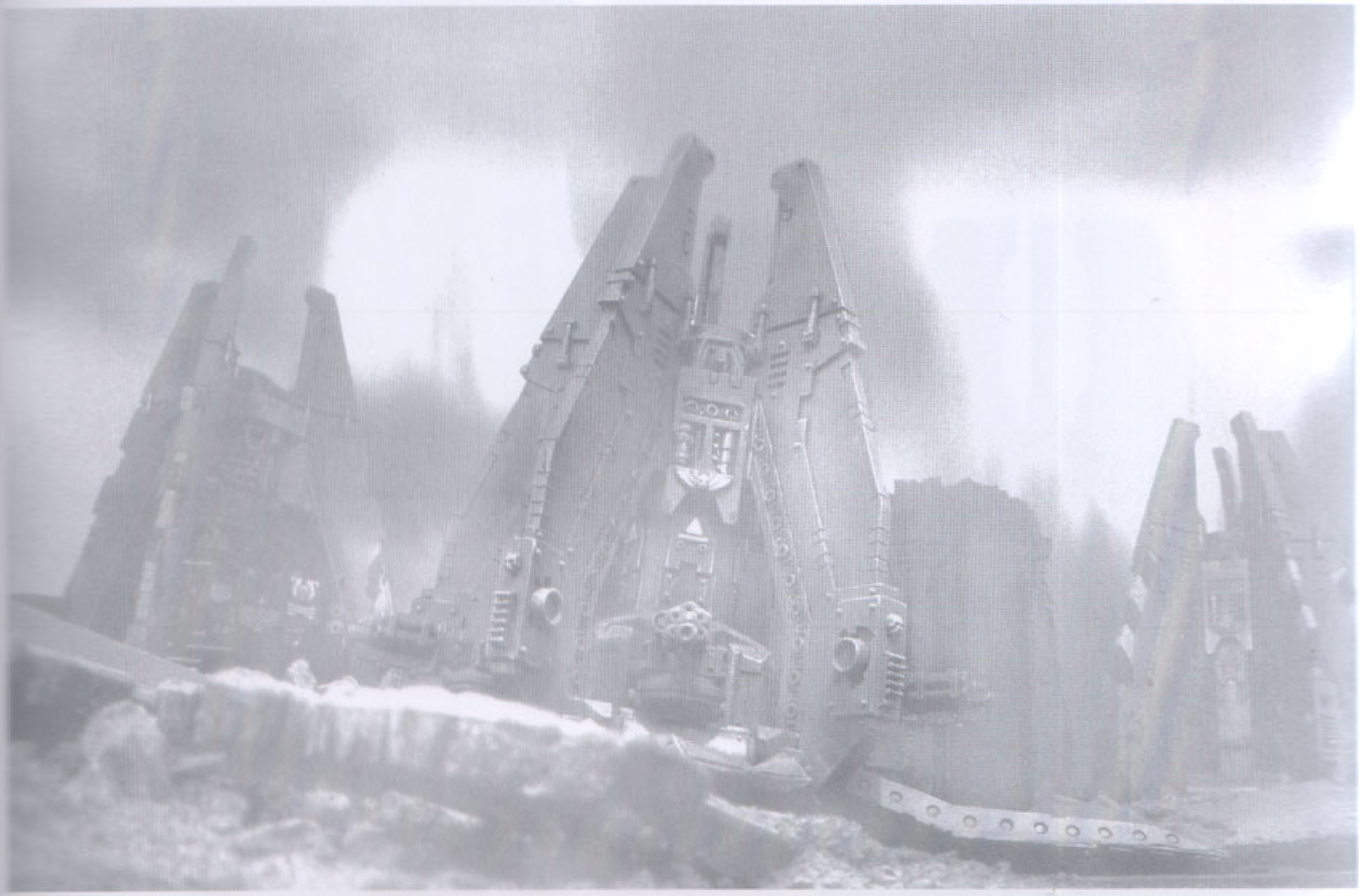


Drop Pod – closed, top view



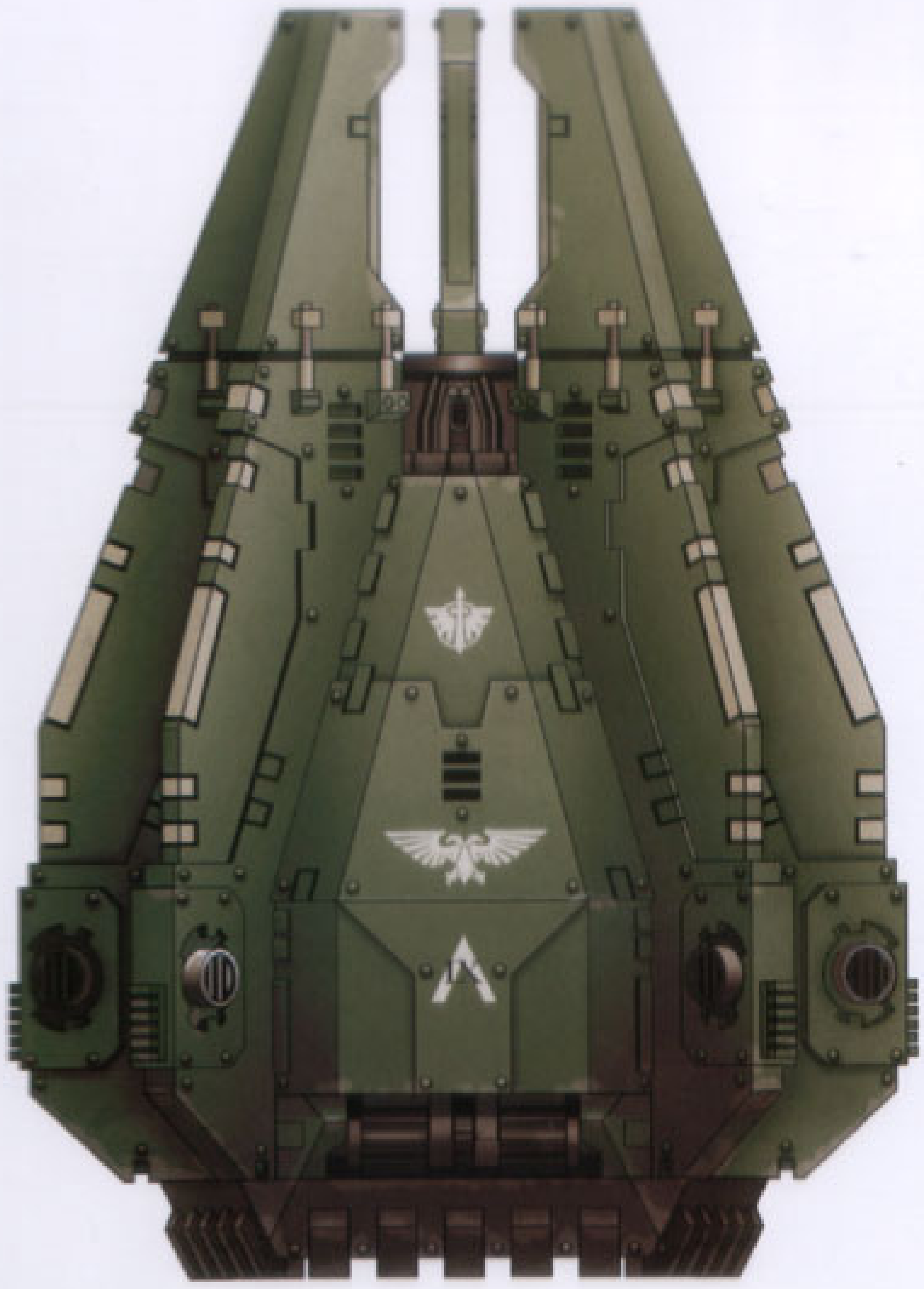
Drop Pod – open, top view



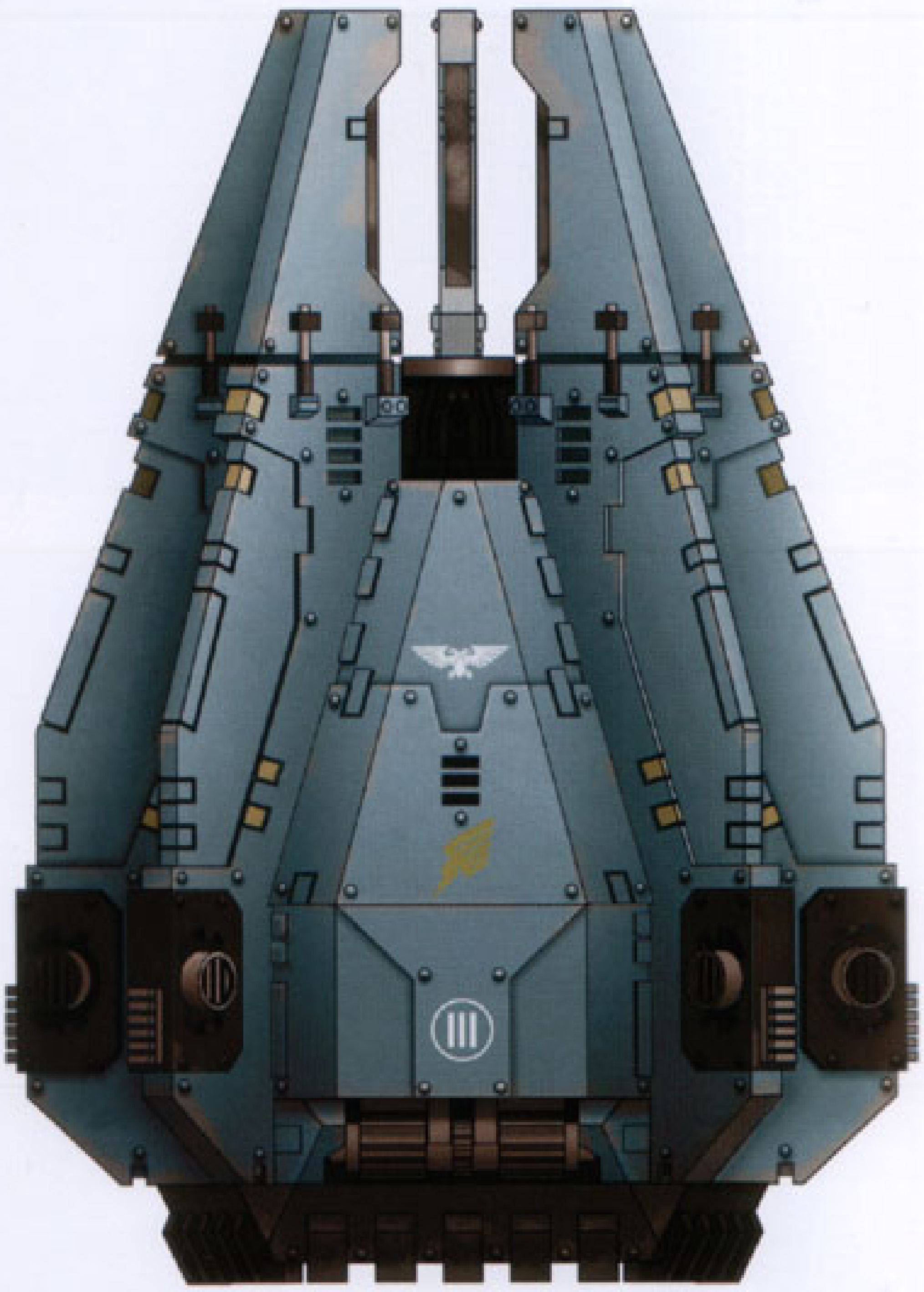


Top: Striking from the skies, Space Marines of the Dark Hands Chapter emerge from their drop pods directly into the heart of battle.

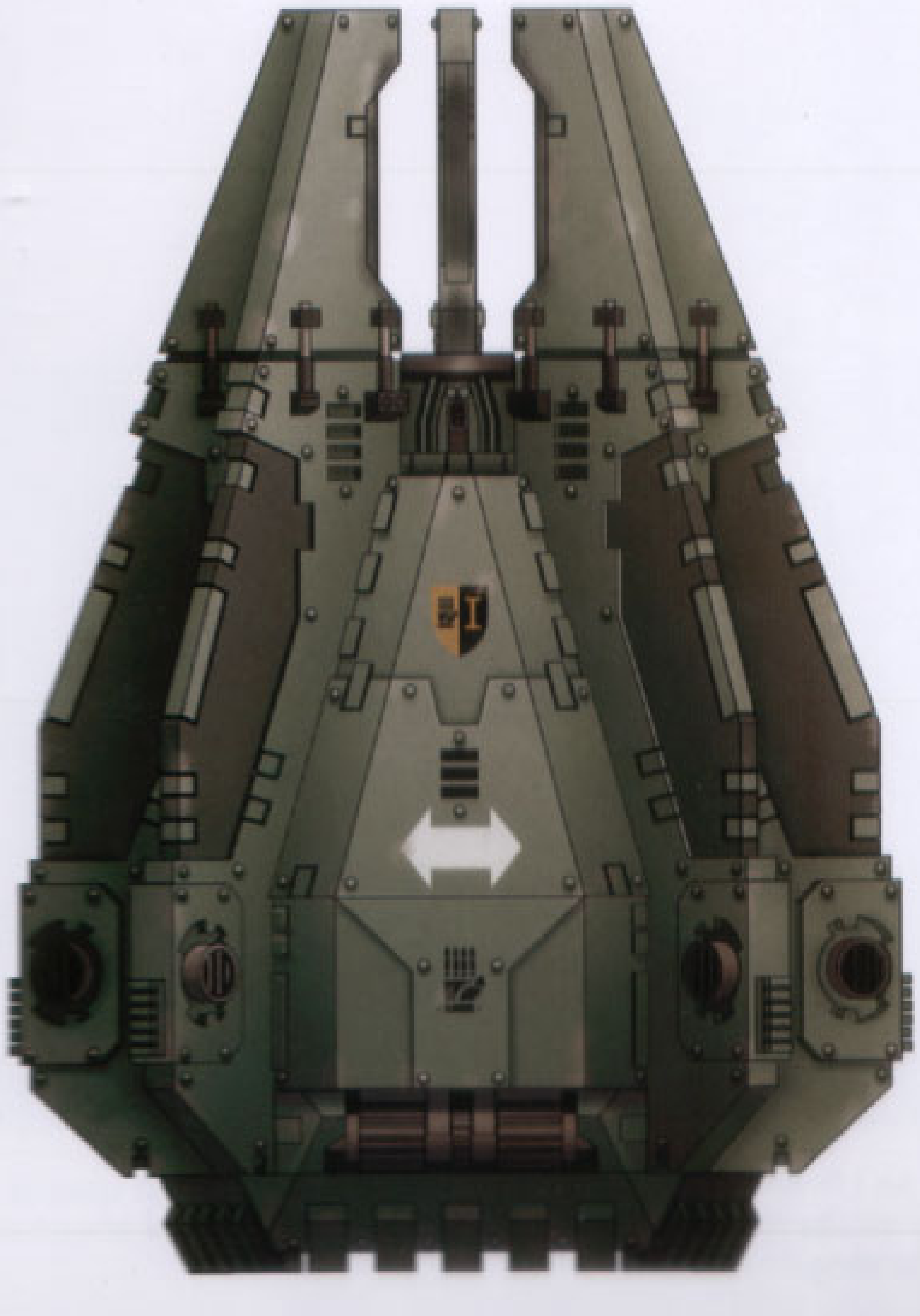
Above: An Ultramarines Deathwind drop pod armed with assault cannons awaits recovery after expending its ammunition ahead of a troop landing.



Left: Drop Pod of the Dark Angels Chapter, ninth 'Devastator' company. Piscina Campaign.

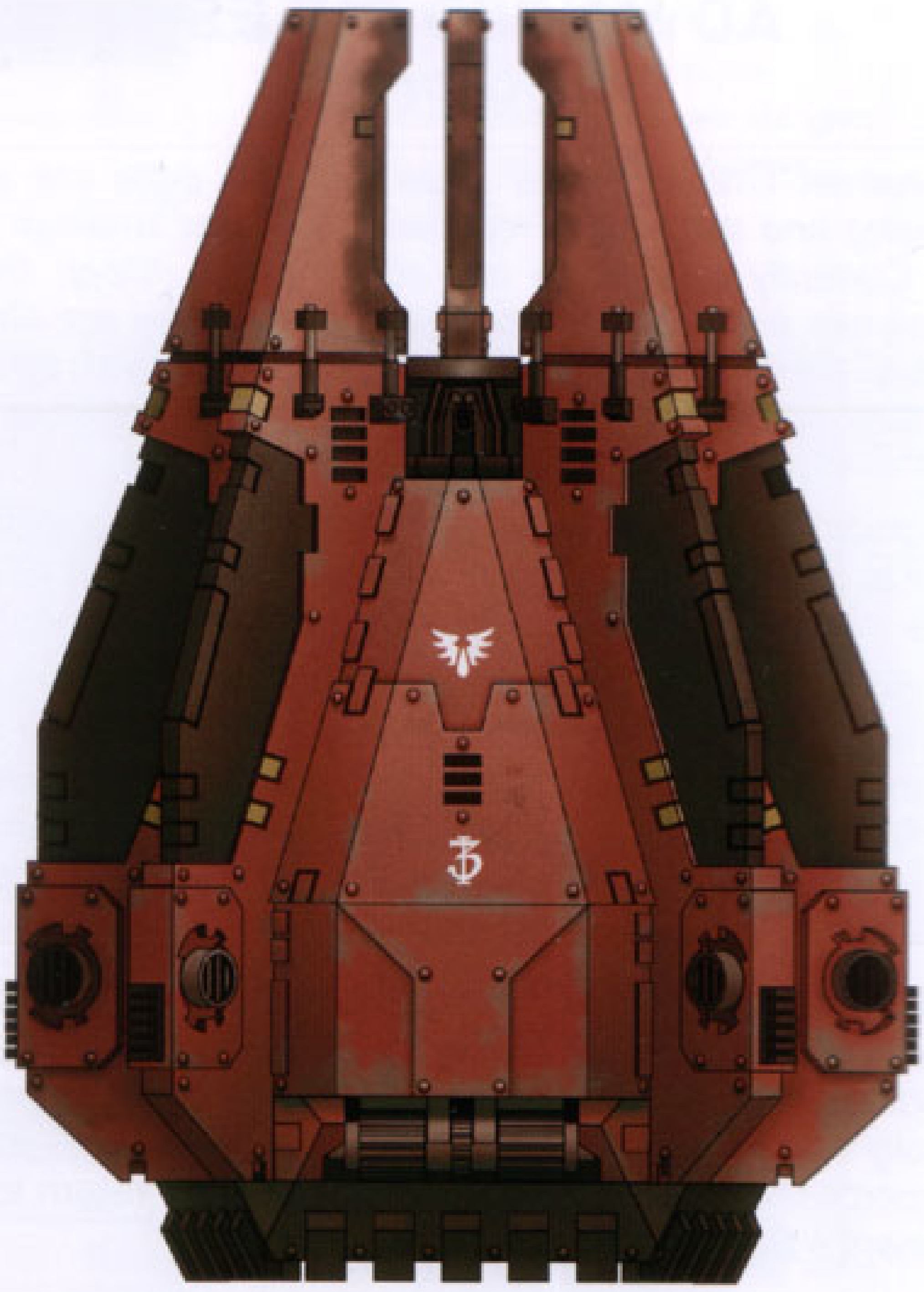


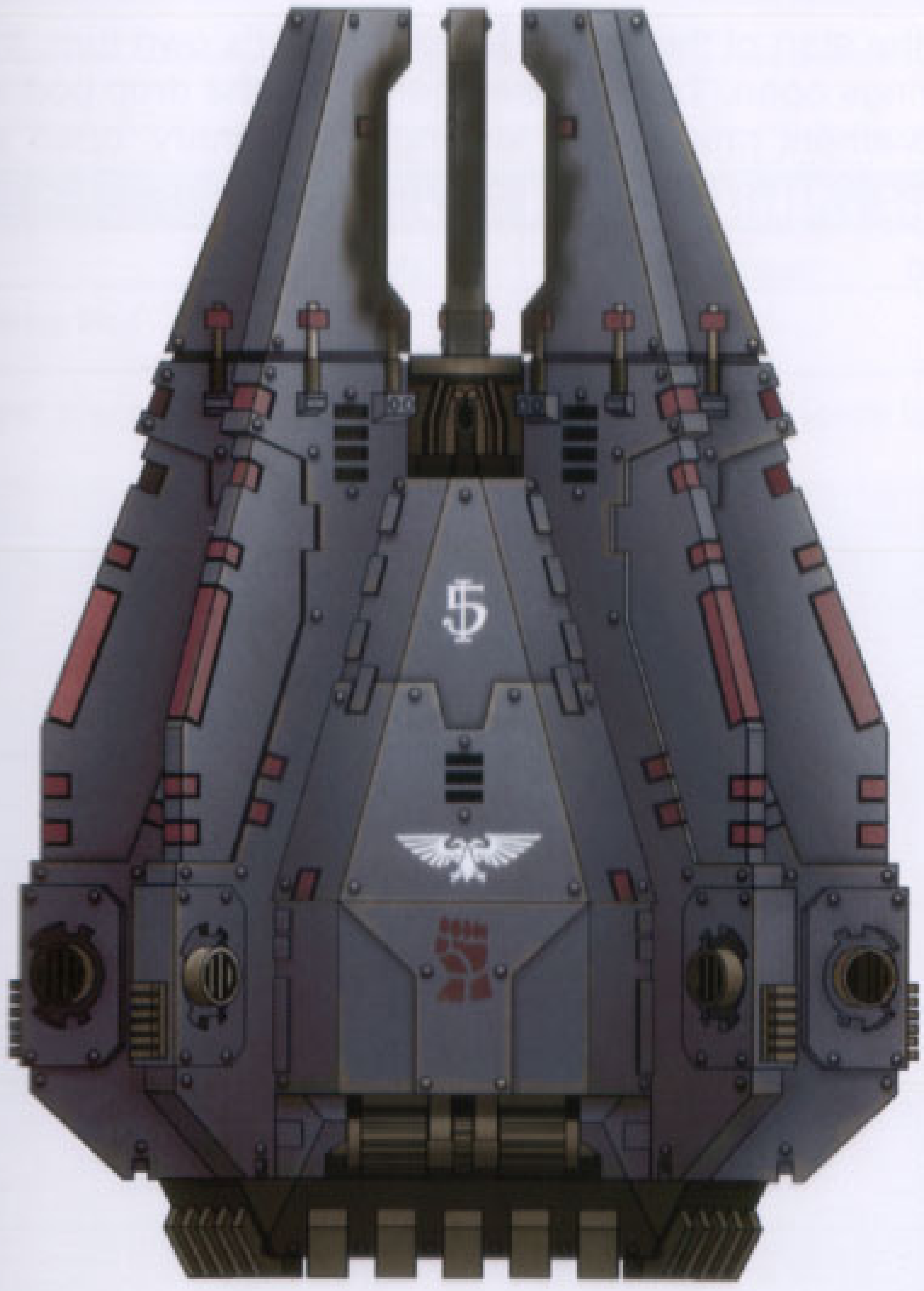
Above: Drop Pod of the Deathstrike Chapter, third company. Verdan II Counter-Strike.



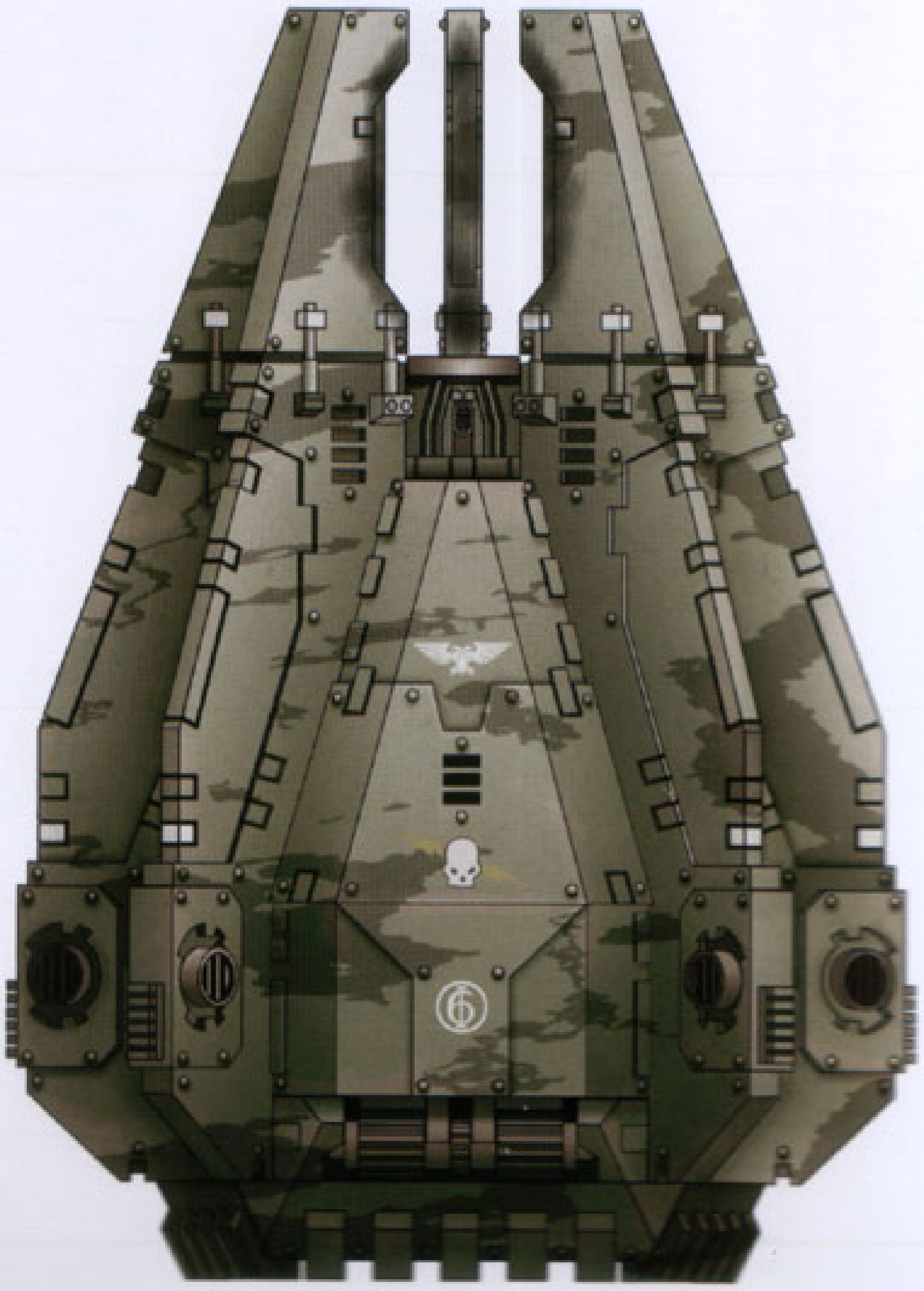
Left: Drop Pod of the Dark Hands Chapter, first company. Used to deploy tactical troops during the Chinchare Hrud Infestation.

Right: Drop Pod of the Blood Angels Chapter, third company.
Achernar Invasion.





Above: Drop Pod of the Crimson Fists Chapter, fifth company.
Thule Intervention Force.



Left: Drop Pod of the Revilers Chapter, sixth company.
Painted in a disruption camouflage scheme for their drop
onto the Plains of Azoth.

ADVANCED RULES: DROP PODS

The current Orbital Lander rules for drop pods are a bit confusing and don't really represent drop pod landings very well. Currently drop pods are either a free 'Deep Strike' special rule from Codex: Space Marine, or they are Orbital Landers. Neither rule really fits the models very well, so here are some replacement rules, which combine elements of both and should make drop pods work better in games.

Drop pods are a specialised form of orbital lander. Without a pilot or crew they lack the accuracy of a transport aircraft so the rules work slightly differently from orbital landers.

Drop pods always start a game in reserve. They may arrive from reserve in the first turn on a roll of 4+. When a drop pod arrives from reserve, place it on any table edge just as if it was an aircraft starting an attack run. Like aircraft this just signals the drop pod's approach, it cannot be fired at.

A drop pod moves after the opposing players Movement phase, but before their Shooting phase, interrupting the opponent's turn just like an aircraft. Move the drop pod in a straight line to its target point on the table. This is the drop pod's final approach before landing. Now return to the opponent's Shooting phase.

Enemy units can target the drop pod on its approach during their Shooting phase. They can fire at the drop pod anywhere along its route, just as if it was an aircraft (ie. add 12" to all ranges, they are only hit on a 6, all hits are glancing). Being automated, drop pods ignore 'Crew shaken' and 'Crew stunned' damage results. Immobolised results destroy the drop pod. If the pod is destroyed then all its passengers are also killed.

Assuming the drop pod isn't shot down it will land at the end of the opponent's turn after their Assault phase. Roll a scatter dice. On an 'Arrow' it deviates 2D6" from the target point in the direction indicated. On a 'Hit' it deviates D6" in the direction indicated by the small arrow.

If the drop pod lands on a model, move the model the minimum distance to avoid the drop pod, they see it coming and get out of the way! If a drop pod lands on a vehicle, then both the vehicle and the drop pod take a glancing hit from the impact.

If the drop pod lands in impassable terrain or deviates off the table then it counts as destroyed.

At the start of the Space Marine player's own turn, the pod springs open. Troops disembark from the drop pod in their Movement phase as if leaving a stationary, open topped vehicle. They may now fight as normal.

DROP PODS

	Points	Sealed Armour	Open Armour	BS
Drop Pod	50	12	10	-

Thought for the day:
Follow the Emperor, and the glory
of victory shall be yours

Type: Immobile vehicle (once landed), open topped (once landed).

Weapons: None.

Transport: A drop pod may carry five powered armoured Space Marines. It cannot carry Terminators, or Space Marines equipped with jump packs. A Dreadnought drop pod may carry one Dreadnought.

Transport Options: Any Space Marine squad allowed to take a Transport option may purchase a drop pod for an additional 50 pts. Note; if a squad contains more than five men then they cannot take a drop pod. Scout squads may also take drop pods.

A Dreadnought may take a Dreadnought drop pod as a Transport option for an additional 50 pts.

SPECIAL RULES

Reserves: Units in drop pods are always in Reserve, even in scenarios that do not normally allow reserves to be used.

Drop Pods: Drop pods deploy using the Drop Pods rules. Once landed a drop pod cannot take off again, as it is immobile.

DEATHWIND DROP POD

	Points	Sealed Armour	Open Armour	BS
Drop Pod	90	12	10	2

Thought for the day:
For the foes of Mankind, the only
mercy is the mercy of a swift death

Type: Immobile vehicle (once landed), open topped (once landed).

Weapons: Five missile launchers armed with frag missiles only.

Options: All five missile launchers may be upgraded to assault cannons for an additional 50 pts.

Heavy Support: A Deathwind drop pod is a Heavy Support choice for a Space Marine army.

SPECIAL RULES

Reserves: Deathwind drop pods always start a game in Reserve, even in scenarios that do not normally allow reserves to be used.

Drop Pods: Drop pods deploy using the Drop Pods rules. Once landed a drop pod cannot take off again, as it is immobile.

Automated Weapons: When a Deathwind drop pod lands it opens fire indiscriminately, blazing in all directions until its ammunition supply is used up. After landing each unit, enemy or friendly, within 12" of the Deathwind and in line of sight, comes under attack as hail of frag missiles or torrent of bullets sweep the surrounding area. Roll to hit using the Deathwind's BS2 for either a D3 frag missile attacks or a D3 assault cannon (Heavy3) attacks against each target unit.

After its first turn of firing the Deathwind has used up all its ammunition and cannot fire again, it sits dormant awaiting recovery. Leave the model on the table as a peice of terrain.

Notes on Drop Pods and Transport Capacity

You'll notice that drop pods can each carry five men. Of course Space Marine squads come with between five and ten men each. To avoid squad coherency problems caused by this, squads that have over five men cannot take the drop pod Transport option. This means that if you want to deploy from drop pods then you'll have to use five man combat squads. This could be either Tactical squads, Veteran squads, Devastator squads, Scout squads or a Space Marine character and a small Command squad.

We had a long think about Assault squads and in the end decided that they had the Deep Strike special ability anyway, and their bulky jump packs just didn't seem to fit. Try imagining Assault squads leaping from a high flying Thunderhawk and plunging to earth on their jump packs rather than deploying from a landed drop pod.

Terminators cannot use drop pods as each Terminator takes up two Transport spaces, so a drop pod could only carry 2.5 Terminators, which isn't a legal squad size! Also, Terminators can teleport. This also applies to Space Marine characters in Terminator armour.

Space Wolves packs wishing to deploy from drop pods may reduce their minimum pack size to five models, rather than six or eight. The following units can use drop pods: Grey Hunters, Blood Claws, Long Fangs, Iron Priest and Thralls, Wolf Scouts, any Space Wolves character and his Wolf Guard (not if equipped with Terminator armour). Venerable Dreadnoughts may be deployed from a Dreadnought drop pod.

THUNDERHAWK

GUNSHIP

Perhaps more than any other single vehicle, the Thunderhawk gunship is the lynchpin of a Space Marine Chapter. A versatile aircraft combining orbital drop ship, gunship and medium bomber roles, it is a Chapter's fleet of Thunderhawks that allow its forces to rapidly assault anywhere on a planet's surface from strike cruisers in orbit.

Service Record

As well as providing additional firepower and tactical manoeuvrability on a battlefield, Thunderhawks also perform a wider strategic function for Space Marine Chapter commanders. Thunderhawk gunships, properly used, have the ability to transform the character of a whole campaign. They cannot transform every campiagn, or do it to order, for it requires the conditions on the ground to be right. When committed to battle, a Thunderhawk-borne strike force can shift the focus of fighting to any point on a planet they wish, even to a different continent. They can suddenly open up a new battlefield, forcing the enemy to fight where he is least prepared, on ground not prepared for defence, or unfamiliar to him – but already well reconnoitred by Space Marine Scouts. Most importantly they force the enemy to fight on terms and to a timetable dictated by the Space Marines. The transformation is achieved by careful tactical strikes, by which the Thunderhawk gunship allows the Space Marines to claim the overall strategic initiative in a campaign.

This sudden transforming effect is not achieved through the Thunderhawk's speed or its capacity to destroy the enemy on the ground, for even a Space Marine force that assaults the enemy without regard for supporting elements, resupply or reinforcement will have a short life expectancy. Ammunition and fuel will run out quickly, they will become isolated, surrounded and eventually will be overwhelmed. Space Marines must make careful preparations and plan thoroughly to achieve a significant campaign changing victory. More than any other vehicle, it is the Thunderhawk gunship's mobility that is the means through which victory can be achieved.

As well as the standard gunship, there are other variants of the basic Thunderhawk. A heavy lift variant is used to move vehicles to a planets surface. This variant lacks the weaponry and advanced logis equipment, but provides a vital support role to a Chapter on campaign.

Notable Features

A Thunderhawk gunship is amongst the most advanced and technologically sophisticated vehicles deployed by any Imperial force. Each gunship is packed with advanced targeting, sensory, communication, avionics and navigational equipment, protected inside a heavily armoured hull.

The armour is constructed using the same techniques as those used in the Land Raider. The armour is a layered composite of ablative ceramite layer, over a ceramite absorption and energy dissipation layer, over a thermoplas fibre mesh, over titanium rolled plates, over an adamantium inner hull. This provides superb protection from all incoming fire. The ceramite layers and thermoplas fibre mesh in the Thunderhawk are increased in depth to provide extra heat shielding during entry into a planet's atmosphere. The Thunderhawk must be able to withstand repeated atmospheric entries, and as such the ceramite layers are thicker than the Land Raider's. A useful side effect of this is that the hull of a Thunderhawk is also resistant to other heat based attacks, such as melta weapons or Eldar fusion guns. To compensate for the added ceramite the inner titanium and adamantium layers are thinned, to reduce weigh.

Due to this armour the Thunderhawk has a reputation as a very robust aircraft. Strongly constructed to withstand enemy fire and the worst of atmospheric conditions. A Thunderhawk can take an immense amount of damage and keep flying. This allows a Thunderhawk to bludgeon its way through enemy interceptors and flak fire to land its cargo safely into the heart of any warzone. Despite their complex systems they have a well-deserved reputation for being rugged and reliable.

As well as armour construction a Thunderhawk has other systems in common with the Land Raider. Multi-spectral remote targeting surveyors control the primary dorsal weapon and forward heavy bolters, relaying information to the aircraft's gunner on the flight deck.

The vehicle's primary narrow-band, long-range communications transmitter is situated on top of the fuselage. It is controlled by the navigator and co-pilot, along with the Thunderhawk's sensor array and electronic counter measures, for jamming enemy sensors and tracking equipment. The Thunderhawk also has its own navigational equipment, which also relays information to Space Marine command units. Should a Thunderhawk be shot down then the vehicle's emergency location beacon will start to broadcast its position, so a rescue party can rapidly locate the crash site.

As part of a Thunderhawk's defences a decoy flare launcher is included in the lower rear fuselage.

All systems are governed by the vehicle's M33 'Cygnus' class Machine Spirit, with a cognition speed of 40,000 co/second and a maximum contemplation capacity of 10,000 kilobrains, aetheric feed coils, alembic shielding, psuedo-synaptic relays and phlogiston feed coils, this powerful machine spirit is a highly revered item, comparable to that in a Reaver class Battle Titan.

One of the unusual features of the Thunderhawk is the addition of two 'attack' wings. These are used to give additional directional stability for accurate gun attacks with the dorsal weapon or the lascannons. These small secondary wings are mounted above the main wings and engines. Their movement is synchronised and during normal flight they are locked into position by bracing mounted on the upper main wing. The braces are released when the Thunderhawk is approaching a target, and make the aircraft a very stable gun platform for accurate engagement of ground targets.

In an atmosphere a Thunderhawk is powered by triple RX-92-00 'Mars' pattern, combination rocket/afterburning turbofans mounted on each wing and under the fuselage. These provide enough thrust to reach approximately 2000 kph (dependant on variable planetary conditions such as gravity, air pressure etc). This is a little faster than a Marauder bomber, but not as fast as a true fighter like the Thunderbolt or Lightning.

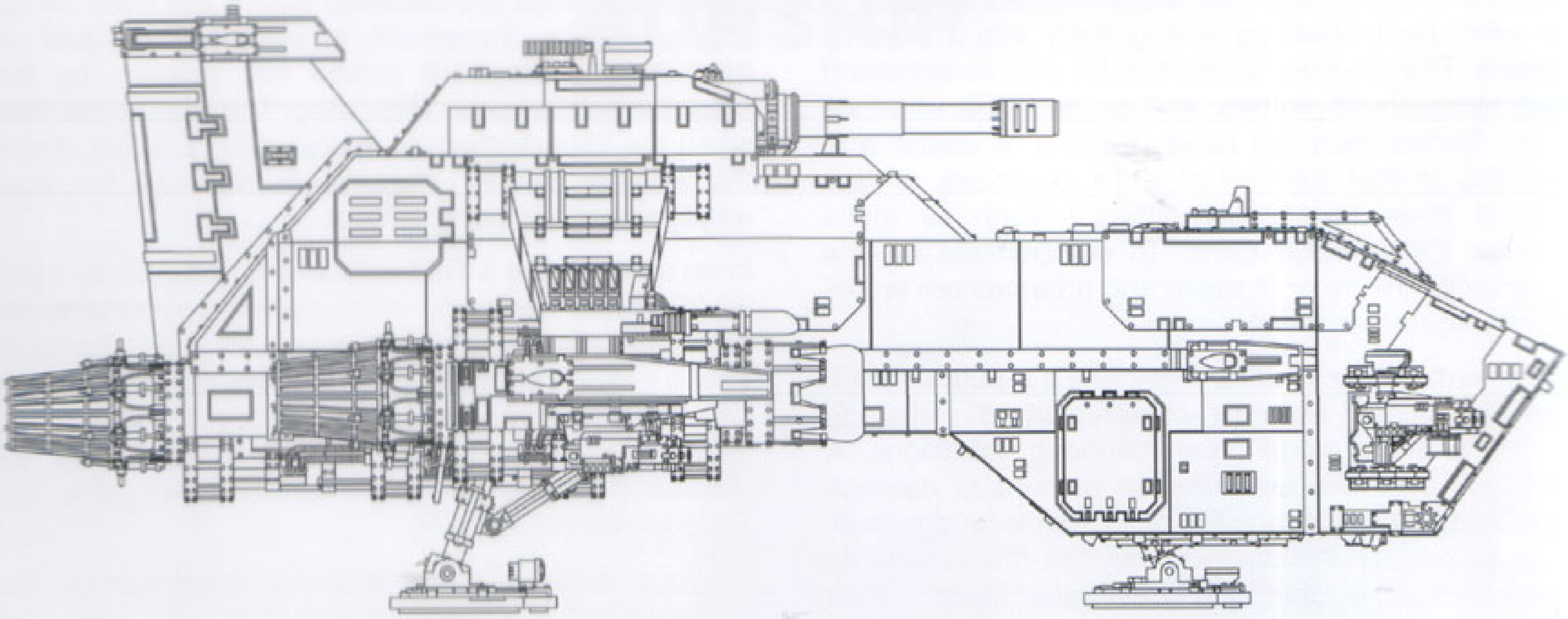
In space, each RX-92-00 is also a rocket booster. Fuelled by the aircraft's onboard fusion reactor, the forward turbo-fan part of the engine can be isolated from the exhausts and combustion chambers. Fuel generated in the reactor is pumped into the combustion chamber, where it burns to create a high-pressure, high-velocity stream of gases. These gases flow through the engine's shaped exhaust nozzle, accelerating them further. The forces generated by the gases leaving the engine rapidly accelerate the Thunderhawk forwards.

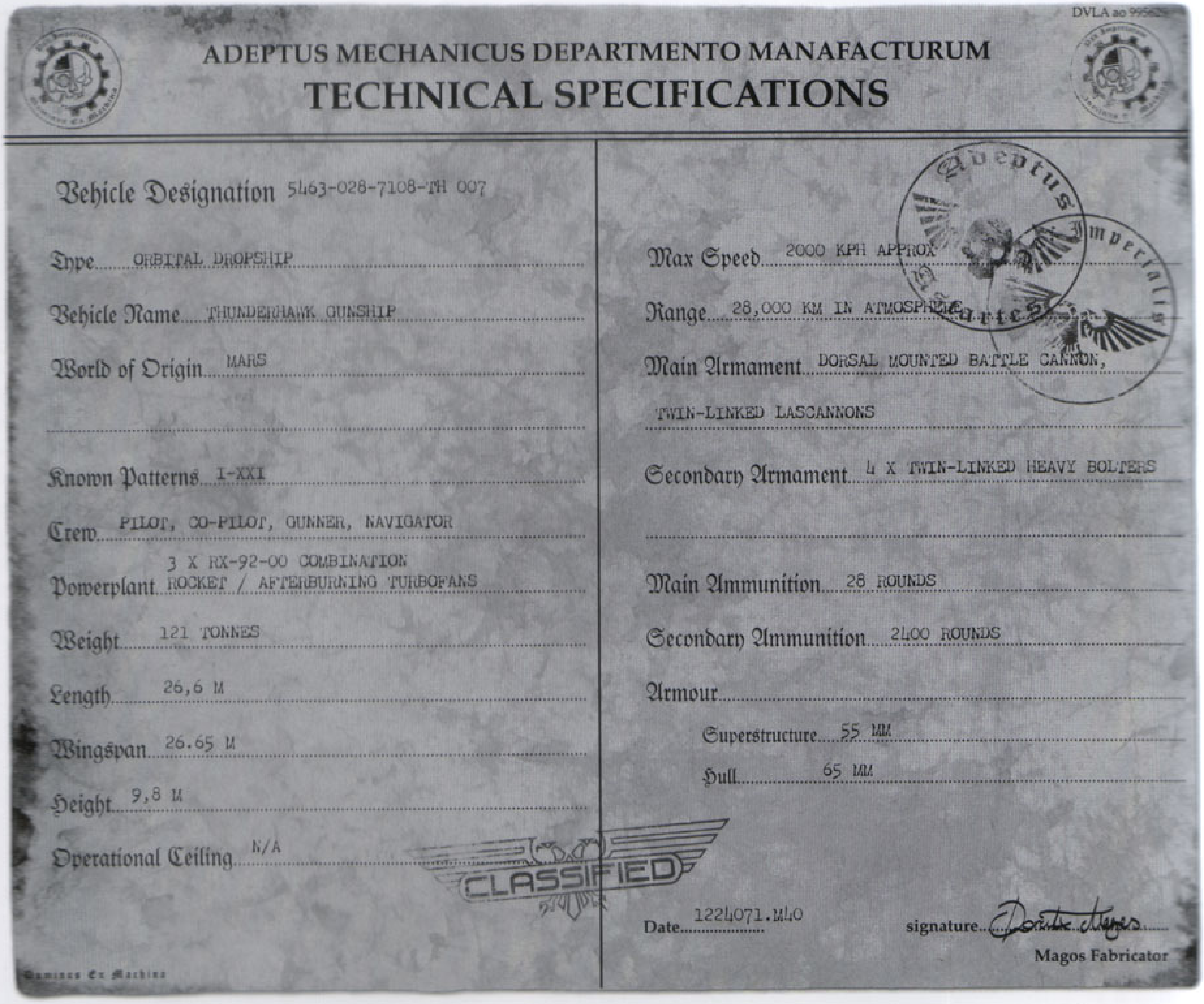
Additional retro exhaust nozzles are positioned around the Thunderhawk's hull, and these vent off some of the gases to control the Thunderhawk's direction in zero-gravity conditions, allowing it to manoeuvre effectively. The combined engines are complex, and require many maintenance rites to keep them working effectively.

As a gunship the Thunderhawk carries a fearsome array of weaponry and ordnance. Its primary weapon is the limited traverse dorsal mounted weapon, either a turbo-laser or battle cannon. For additional power in ground attacks it mounts twin lascannons, and, for engaging enemy interceptors or sweeping landing zones with suppressive fire, up to eight heavy bolters in remote turrets. The gunner, assisted by the Thunderhawk's Machine-Spirit, controls all these weapons from the flight deck.

In addition, a Thunderhawk can carry various payloads of missiles and bombs for specific bombing missions.

THUNDERHAWK PAYLOADS **Troop Insertion Mission**	**Close Air Support Mission** ***(Low-level attacks against identified targets)***	**Saturation Bombing Mission** ***(Low-level interdiction attacks)***	**Long-Range Bombing Mission** ***(Demolition against hardened targets)***	**Spaceship Intercept** ***(Zero-gravity bombing mission)***
1 x dorsal mounted turbo-laser (or battle cannon)	1 x dorsal mounted turbo-laser (or battle cannon)	1 x dorsal mounted turbo-laser (or battle cannon)	1 x dorsal mounted turbo-laser (or battle cannon)	1 x dorsal mounted turbo-laser (or battle cannon)
2 x lascannons on attack wings	2 x lascannons on attack wings	2 x lascannons on attack wings	2 x lascannons on attack wings	2 x lascannons on attack wings
4 x heavy bolters in twin-linked mounts on forward fuselage	4 x heavy bolters in twin-linked mounts on forward fuselage	4 x heavy bolters in twin-linked mounts on forward fuselage	4 x heavy bolters in twin-linked mounts on forward fuselage	4 x heavy bolters in twin-linked mounts on forward fuselage
4 x heavy bolters in twin-linked mounts under wing tips	4 x heavy bolters in twin-linked mounts under wing tips	4 x heavy bolters in twin-linked mounts under wing tips	2 x external auxiliary fuel pods under wings	6 x large guided bombs (plasma warheads) under wings
	6 x Hellstrike, long-range air to surface missiles under wings	18 x bombs mounted on triple pylons under wings (some incendiary)	4 x large guided bombs under wings (delay fused)	2 x large guided bombs (melta warheads) under wing tips
			2 x large guided bombs (melta warheads) under wing tips	





DVLA ao 99562

ADEPTUS MECHANICUS DEPARTMENTO MANAFACTURUM
TECHNICAL SPECIFICATIONS

Vehicle Deſignation 5463-028-7108-TH 007

Type ORBITAL DROPSHIP

Vehicle Name THUNDERHAWK GUNSHIP

World of Origin MARS

Known Patterns I-XXI

Crew PILOT, CO-PILOT, GUNNER, NAVIGATOR

Powerplant 3 X RX-92-00 COMBINATION ROCKET / AFTERBURNING TURBOFANS

Weight 121 TONNES

Length 26,6 M

Wingſpan 26.65 M

Height 9,8 M

Operational Ceiling N/A

Max Speed 2000 KPH APPROX

Range 28,000 KM IN ATMOSPHERE

Main Armament DORSAL MOUNTED BATTLE CANNON, TWIN-LINKED LASCANNONS

Secondary Armament 4 X TWIN-LINKED HEAVY BOLTERS

Main Ammunition 28 ROUNDS

Secondary Ammunition 2400 ROUNDS

Armour

Superſtructure 55 MM

Hull 65 MM

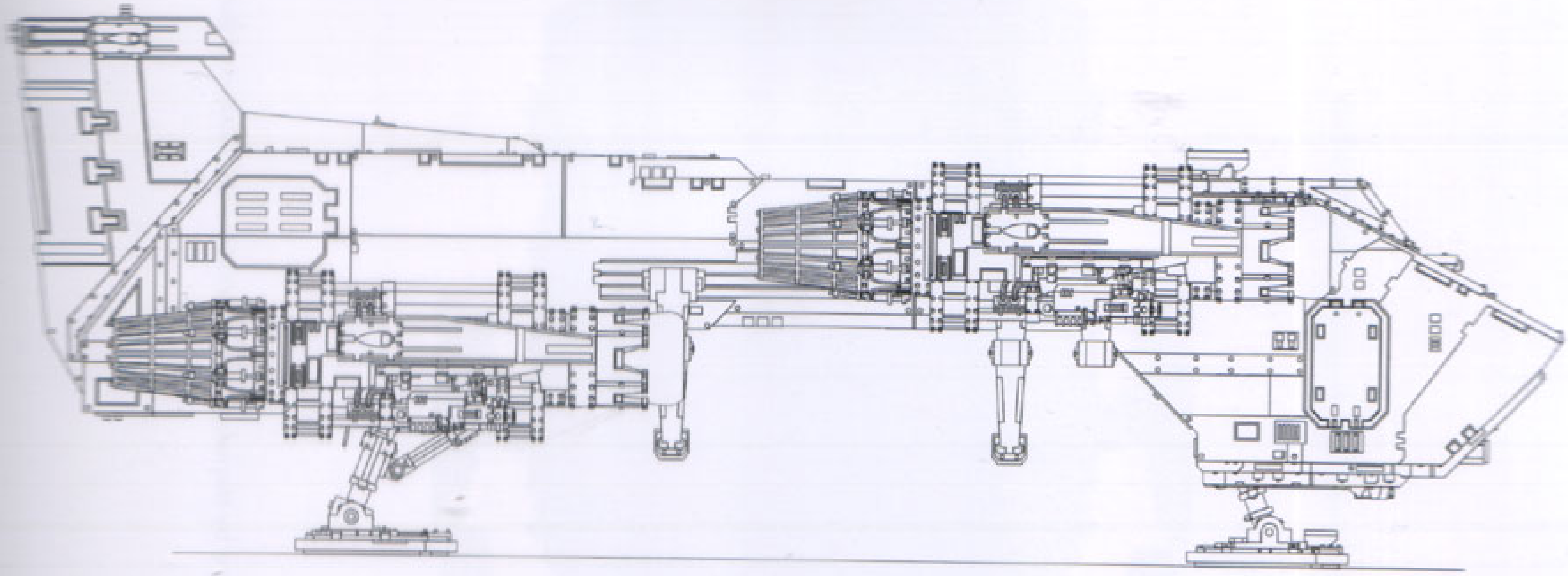
CLASSIFIED

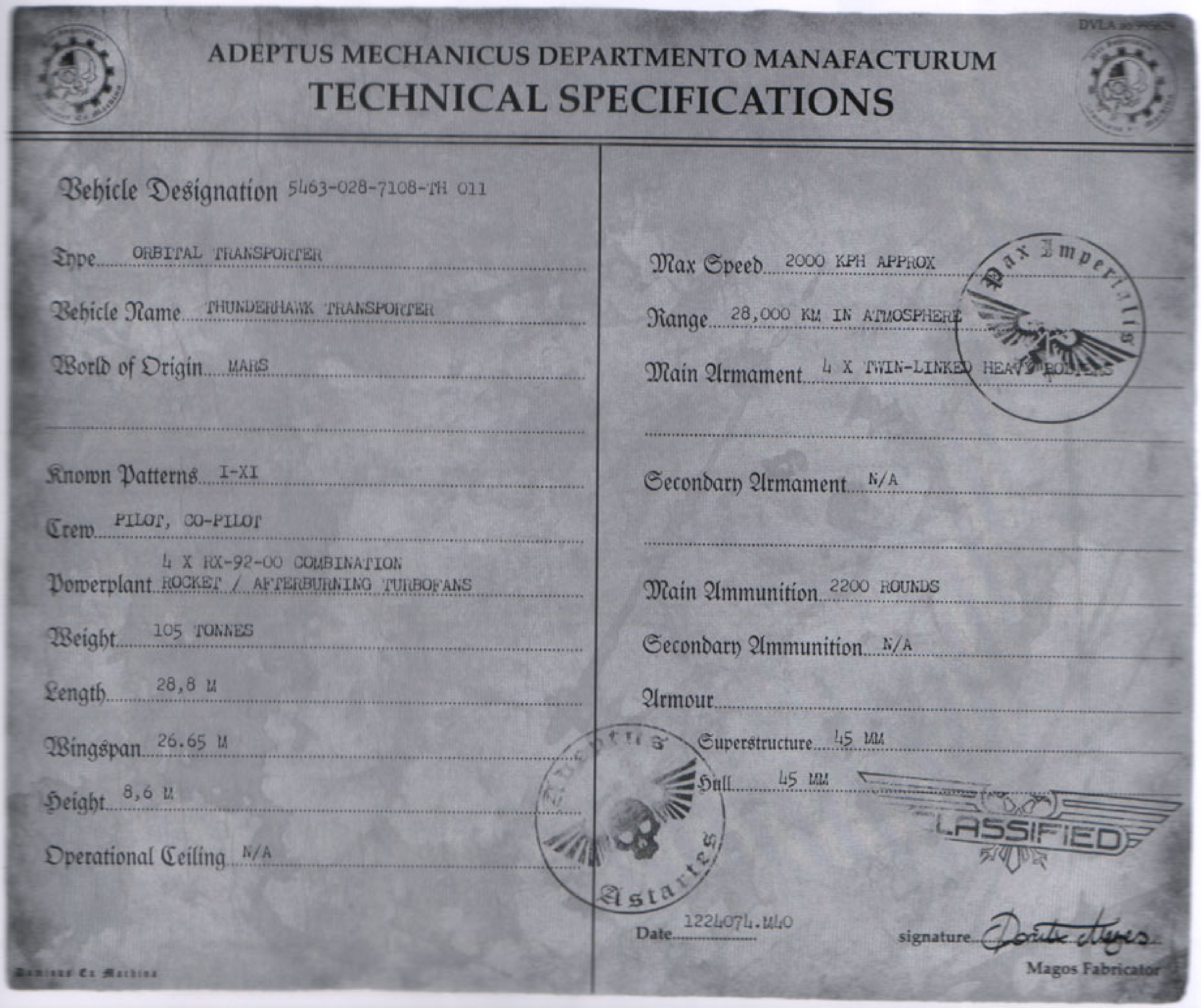
Date 1224071.M40

signature

Magos Fabricator

Dominus Ex Machina





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ADEPTUS MECHANICUS DEPARTMENTO MANAFACTURUM
TECHNICAL SPECIFICATIONS

Vehicle Designation 5463-028-7108-TH 011

Type ORBITAL TRANSPORTER

Vehicle Name THUNDERHAWK TRANSPORTER

World of Origin MARS

Known Patterns I-XI

Crew PILOT, CO-PILOT

Powerplant 4 X RX-92-00 COMBINATION ROCKET / AFTERBURNING TURBOFANS

Weight 105 TONNES

Length 28,8 M

Wingspan 26.65 M

Height 8,6 M

Operational Ceiling N/A

Max Speed 2000 KPH APPROX

Range 28,000 KM IN ATMOSPHERE

Main Armament 4 X TWIN-LINKED HEAVY BOLTERS

Secondary Armament N/A

Main Ammunition 2200 ROUNDS

Secondary Ammunition N/A

Armour

Superstructure 45 MM

Hull 45 MM

Pax Imperialis

Adeptus Astartes

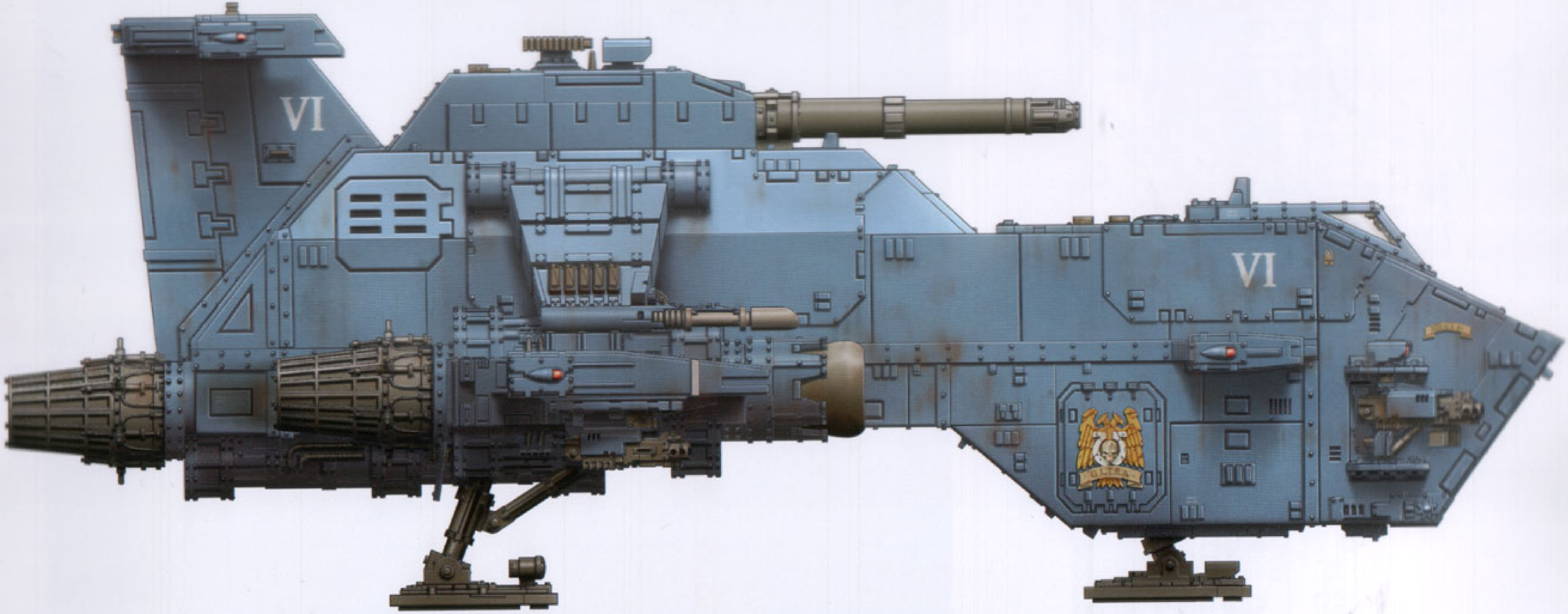
CLASSIFIED

Date 1224074.M40

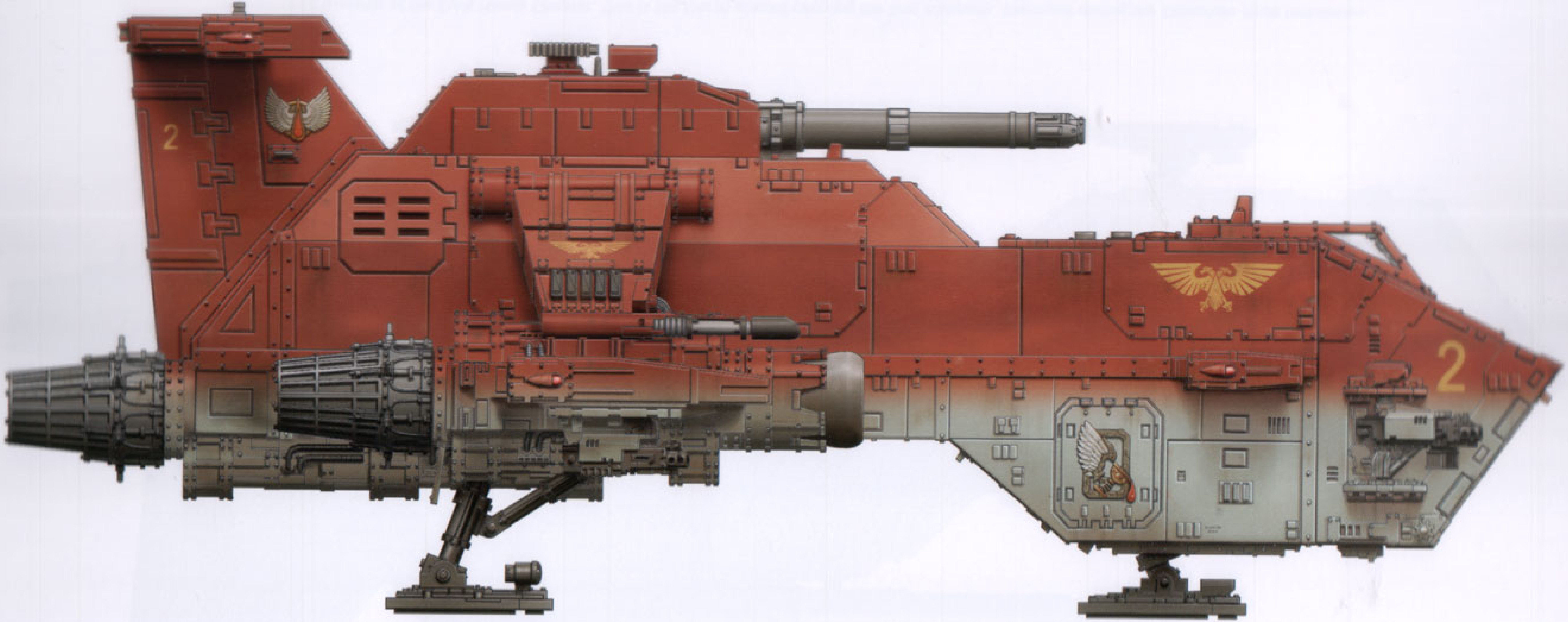
signature

Magos Fabricator

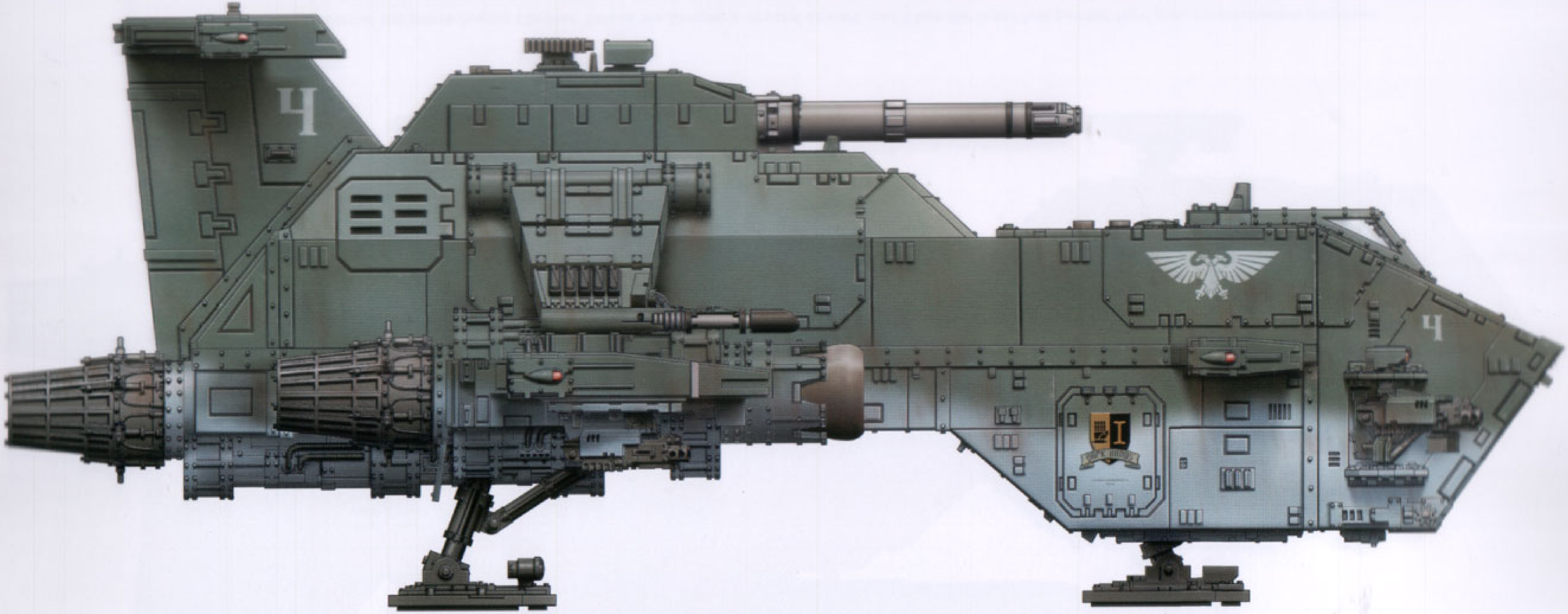
[illegible] Ex Machina



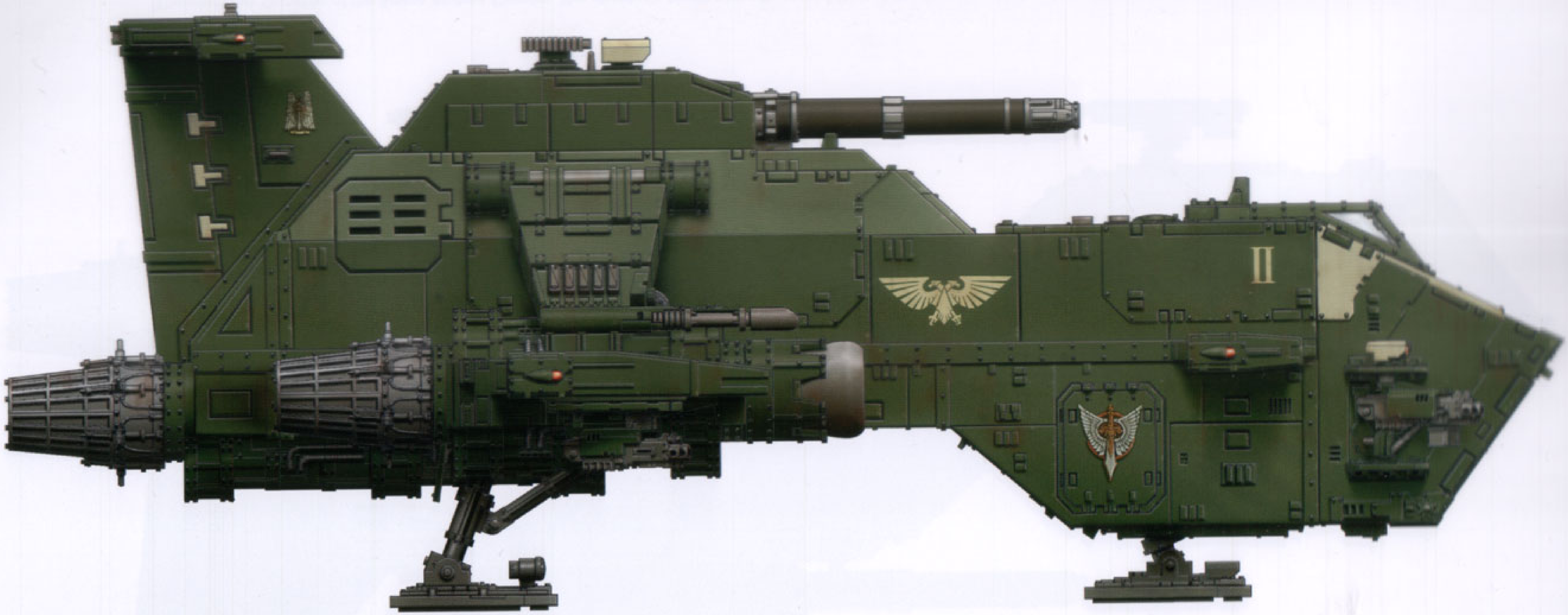
Thunderhawk Gunship of the Ultramarines Chapter, named Herald IV. It is the Chapter's fourth gunship. This aircraft was used by Marneus Calgar during the Devastation of Boros.



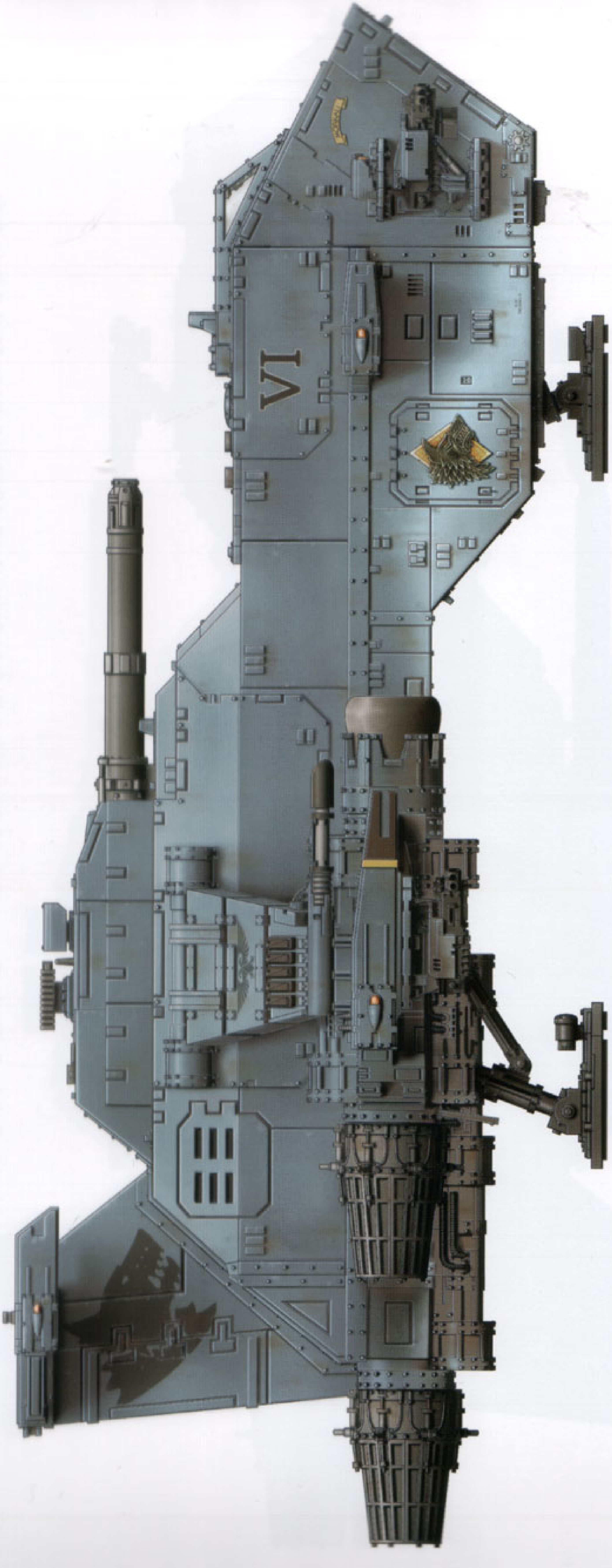
Thunderhawk Gunship of the Blood Angels Chapter. This is the Chapter's second aircraft, and it has the lower hull painted light grey for concealent purposes.



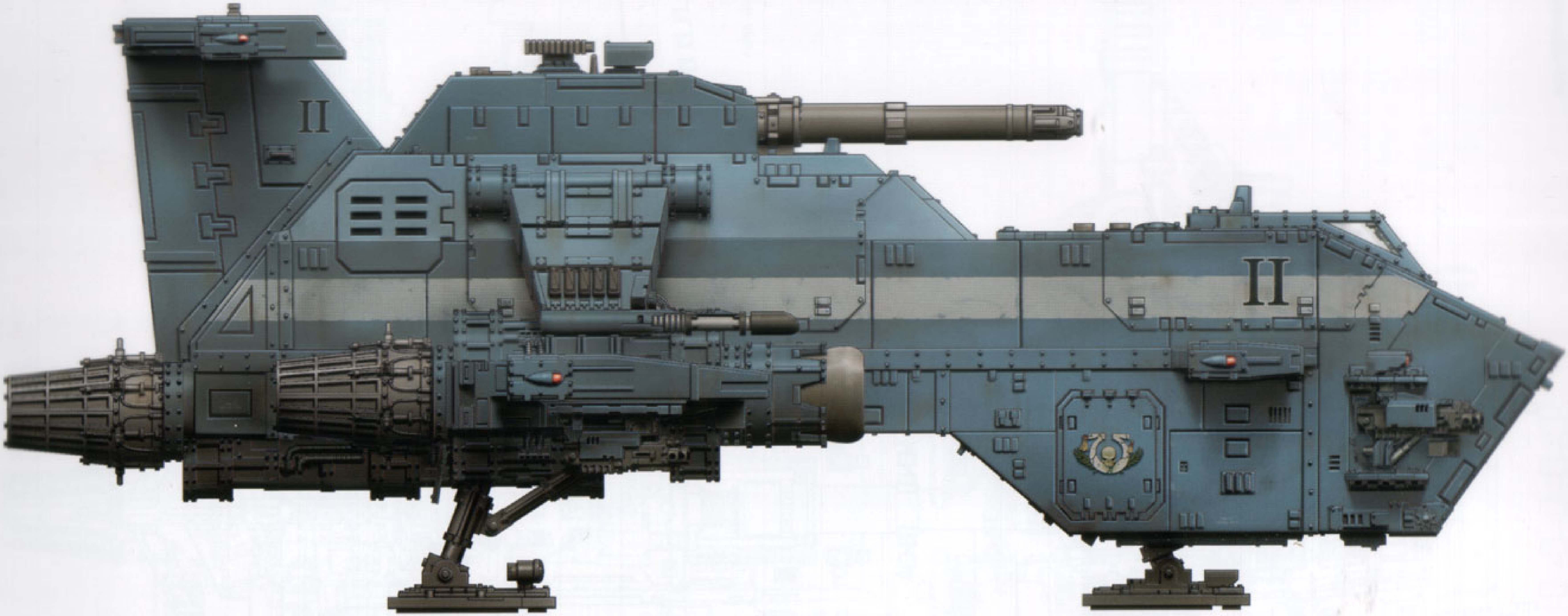
Thunderhawk Gunship of the Dark Hands Chapter. This is the fourth aircraft carrying the first company. Deployed during the Chinchare Hrud Infestation.



Thunderhawk Gunship of the Dark Angels Chapter. The second aircraft deployed from the Strike Cruiser 'Angel of Caliban' during the Relief of Rael's World.

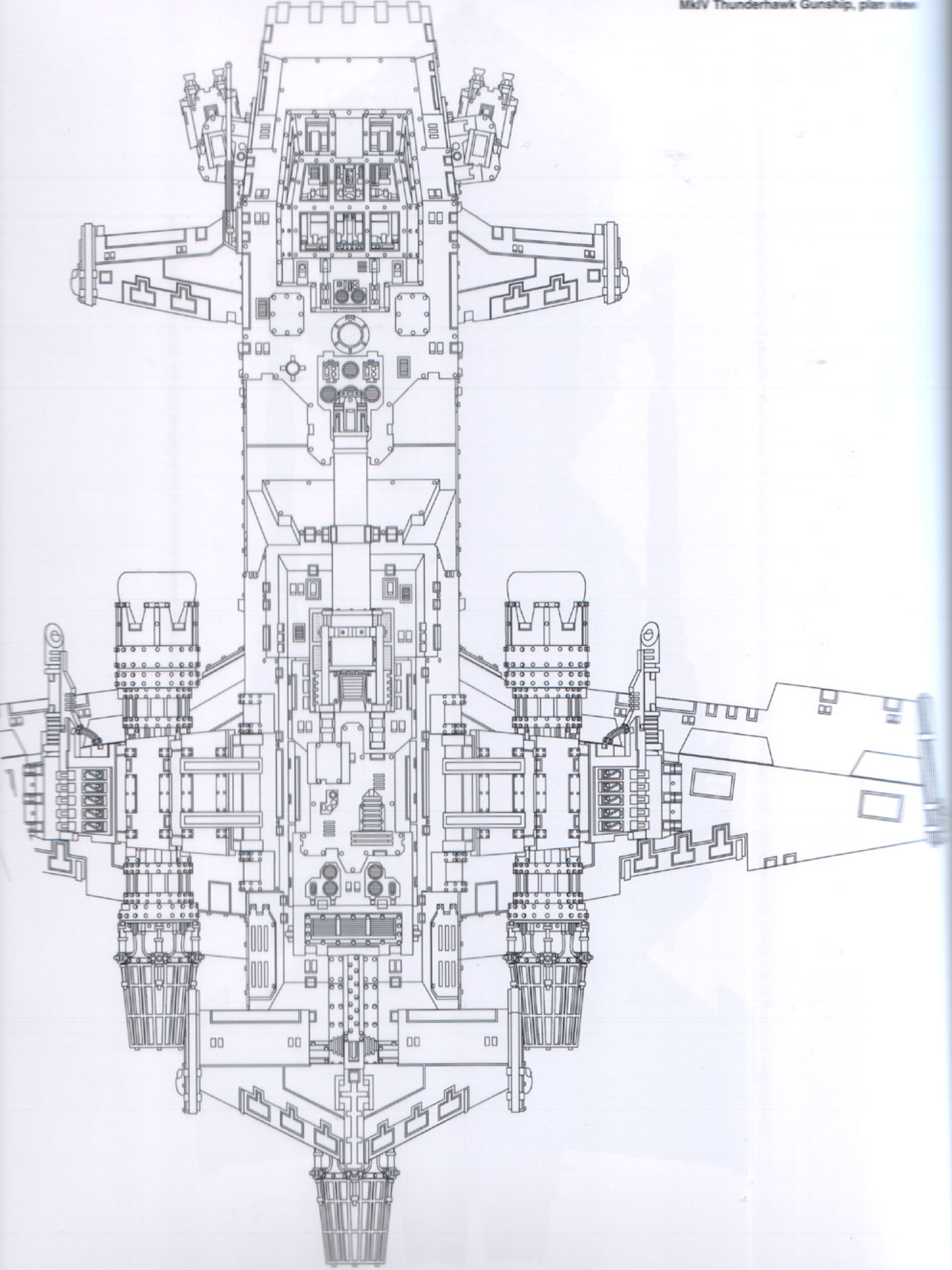


Thunderhawk Gunship of the Space Wolves Chapter. The chapter's fourth aircraft, named Morkai. Deployed on Medes 841, against the forces of the Draxian Incursion.

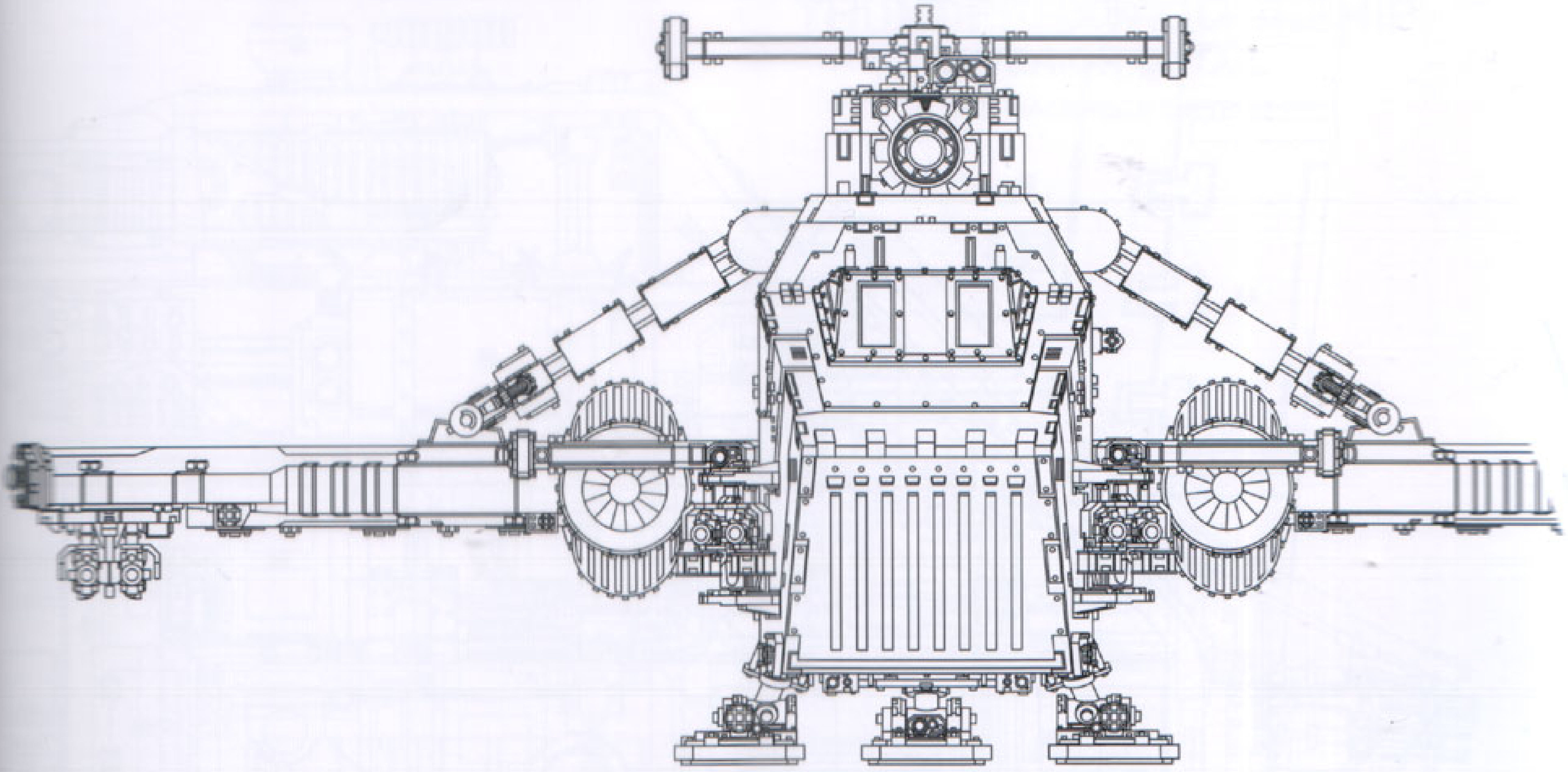


Thunderhawk Gunship of the Ultramarines Chapter. This is the Chapter's second aircraft, to be deployed with the Joran Retaliation Force.

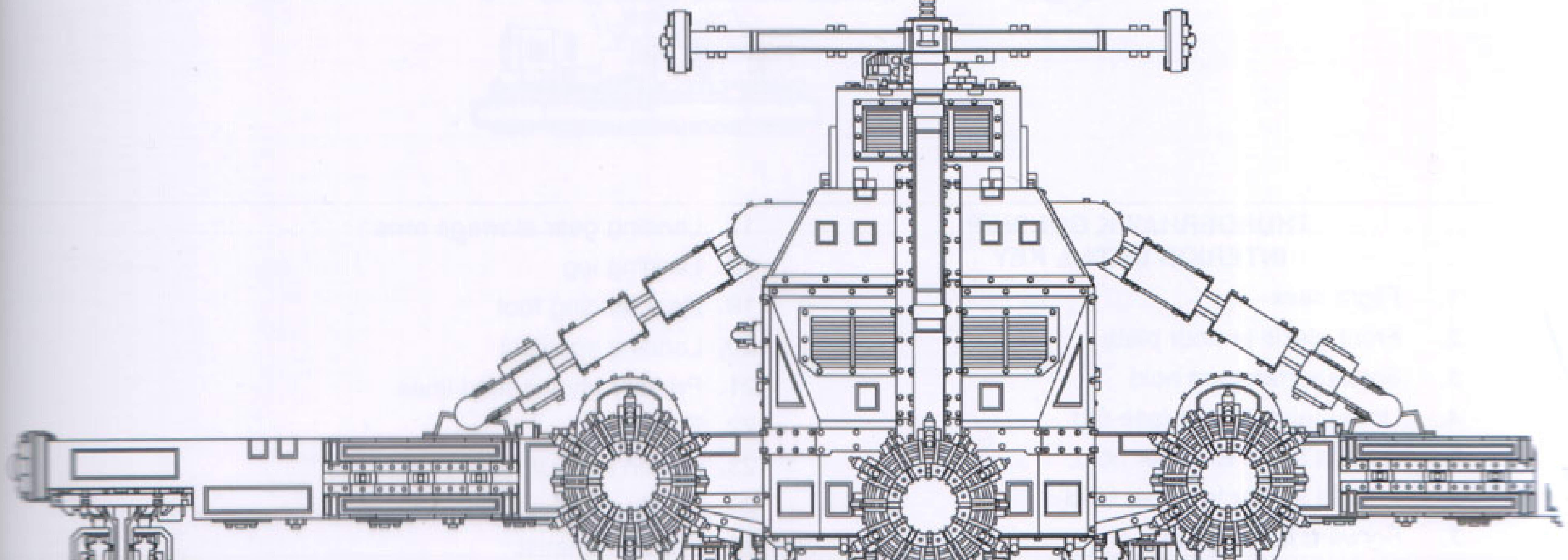
MkIV Thunderhawk Gunship, plan view

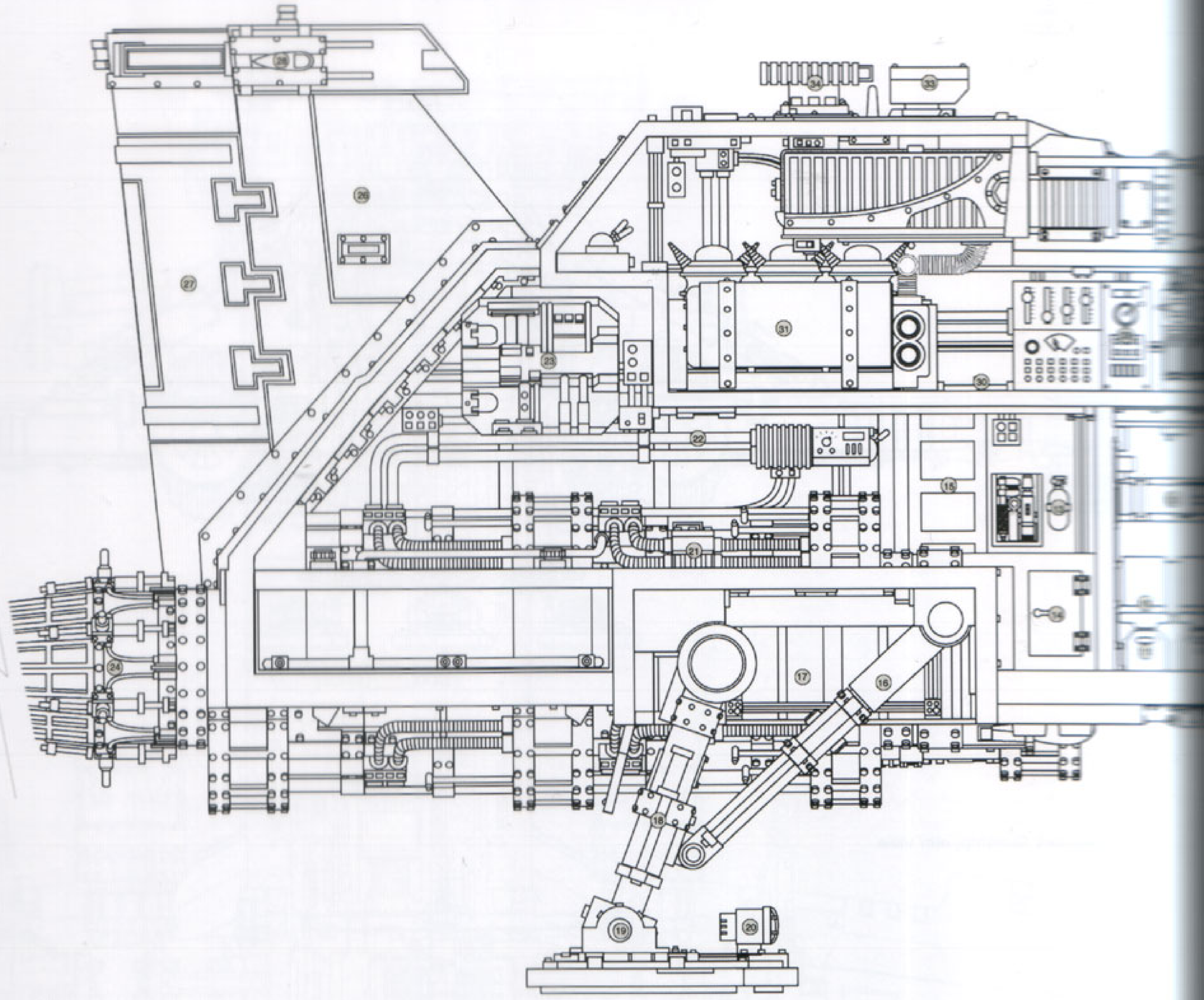


Thunderhawk Gunship, front view



Thunderhawk Gunship, rear view





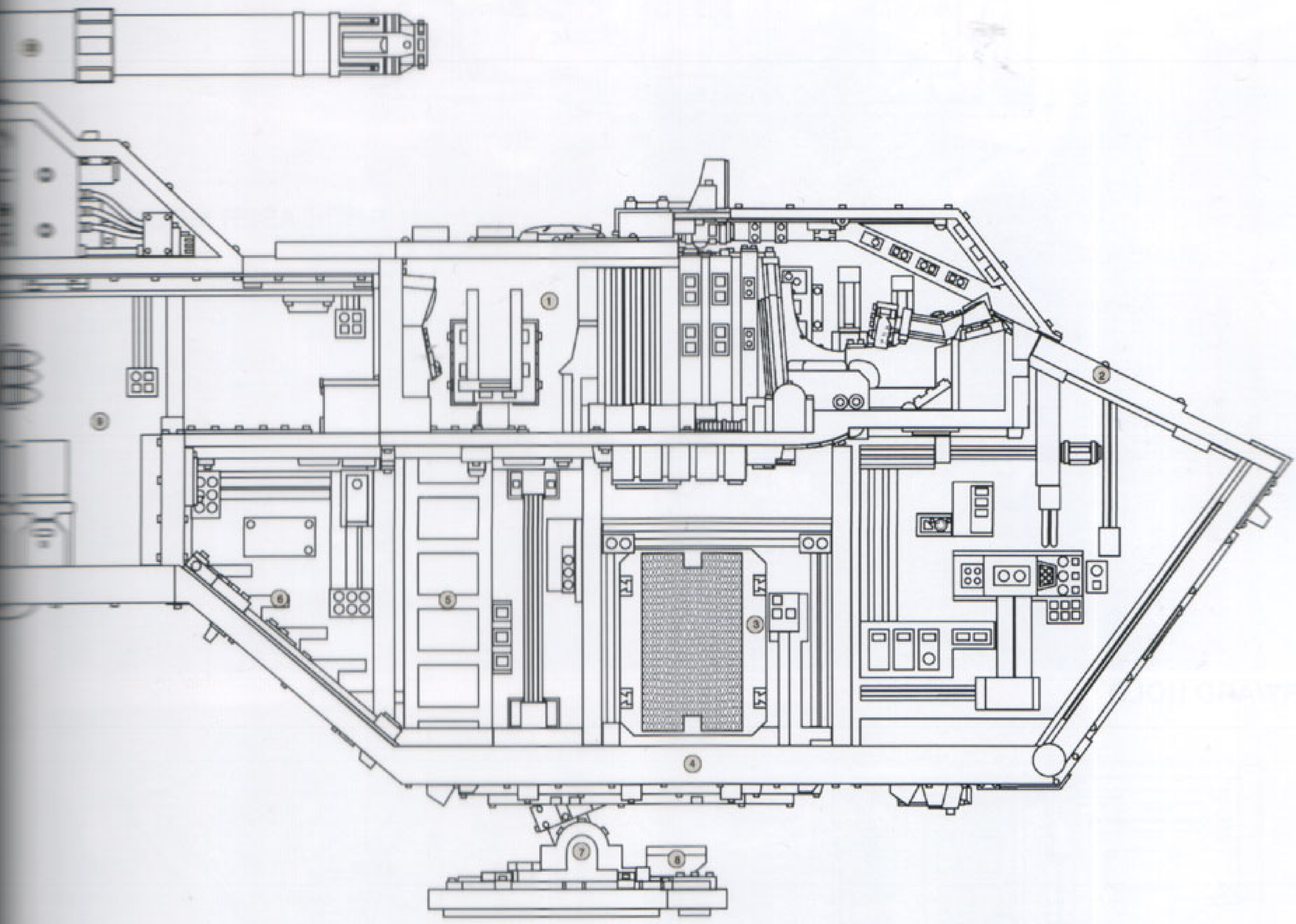
THUNDERHAWK GUNSHIP INTERIOR DETAIL KEY

1. Flight deck
2. Front glacis armour plate
3. Forward transport hold
4. Underbelly armour (see 62)
5. Access stairs to upper hold
6. Access ladder to upper hold
7. Forward landing foot
8. Auto-surveyor (only used when landed)
9. Upper transport hold
10. Troop transport station
11. Stowage locker
12. Missile launcher, stowed
13. Fire extinguisher
14. Ammunition storage locker
15. Maintenance access ladder
16. Landing leg support piston
17. Landing gear stowage area
18. Landing leg
19. Rear landing foot
20. Landing spotlight
21. Primary engine feed lines
22. Fuel lines
23. Fusion reactor
24. Afterburner fuel injectors
25. Engine exhaust
26. Tail fin
27. Tail rudder
28. Tail landing light
29. Main equipment compartment
30. Access hatch
31. Laser capacitor
32. Turbo-laser
33. Turbo-laser multi-spectral targeter
34. Secure comms array

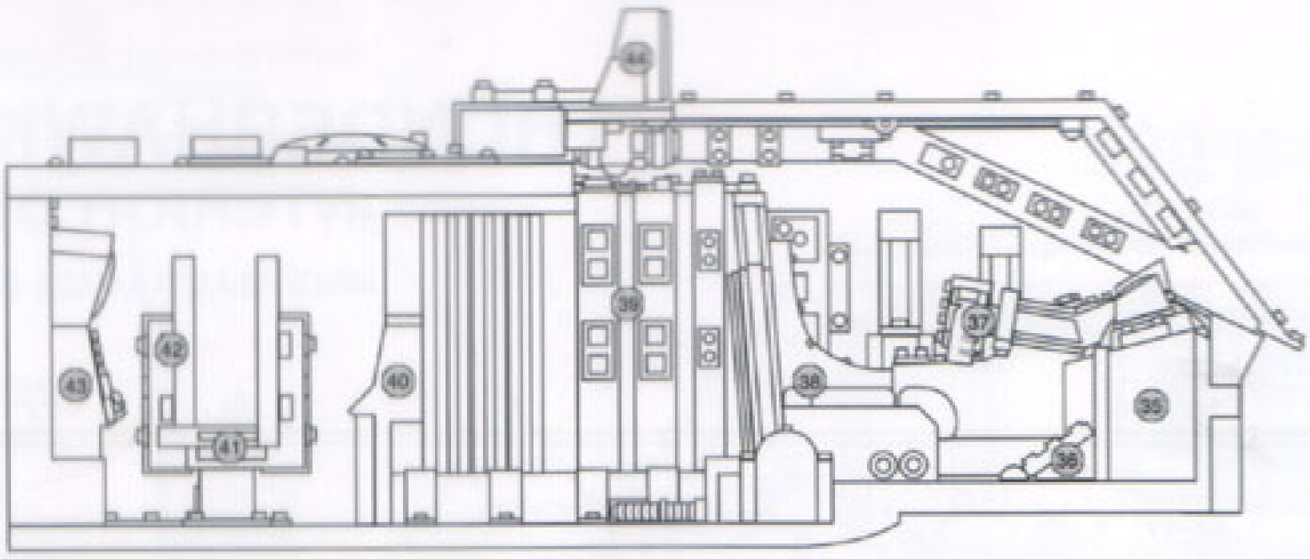
THUNDERHAWK GUNSHIP

INTERIOR DETAIL

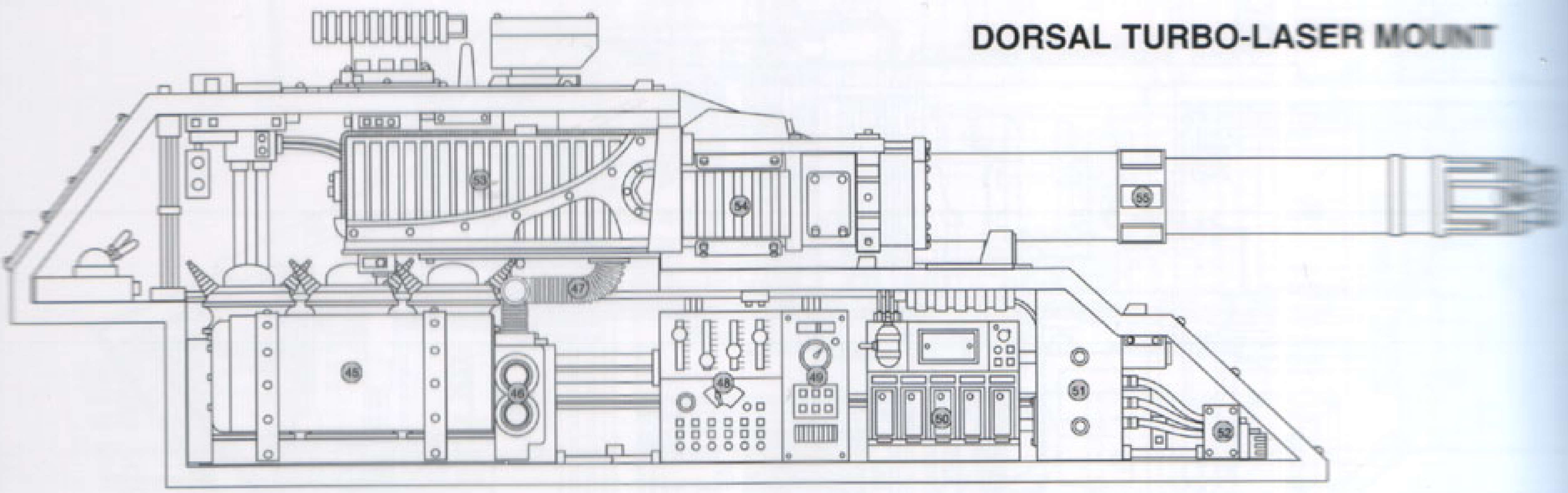
MkIV MACRAGGE PATTERN



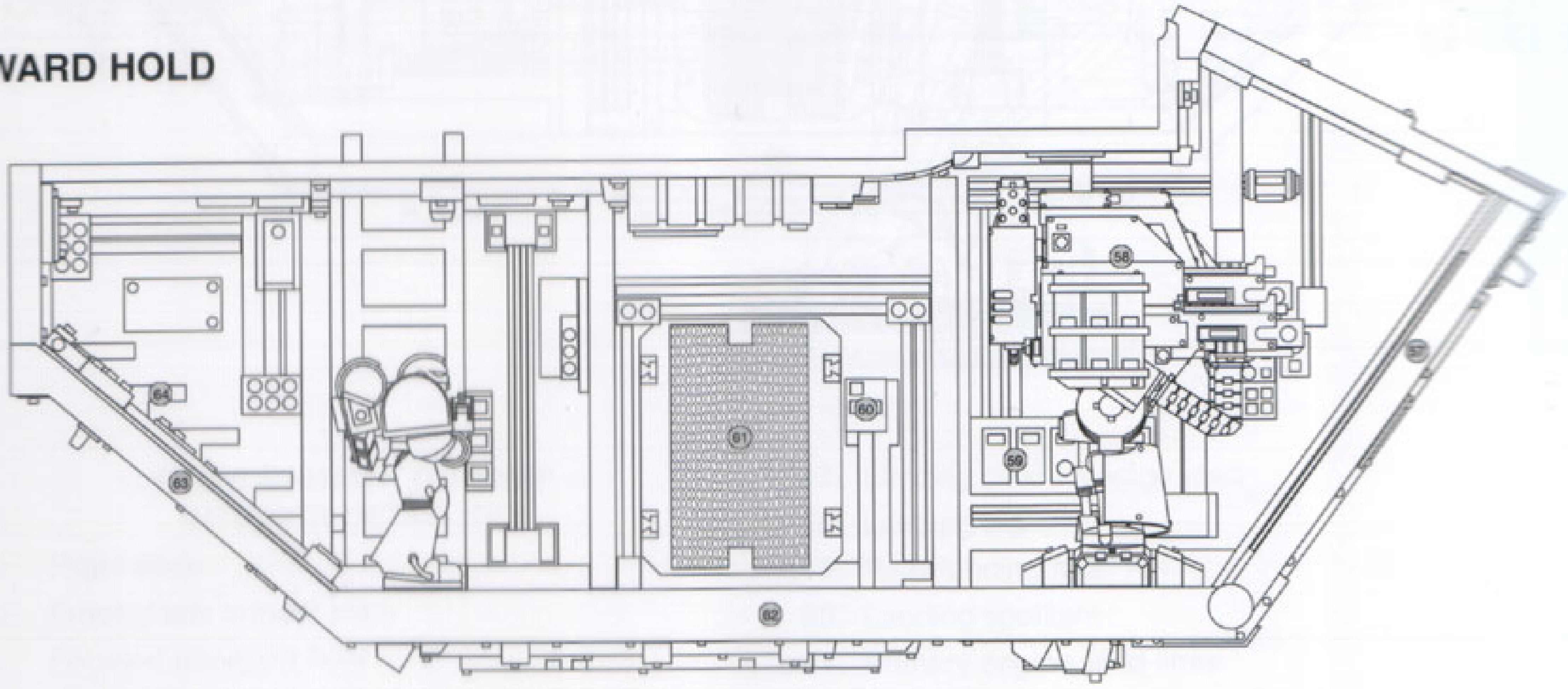
FLIGHT DECK



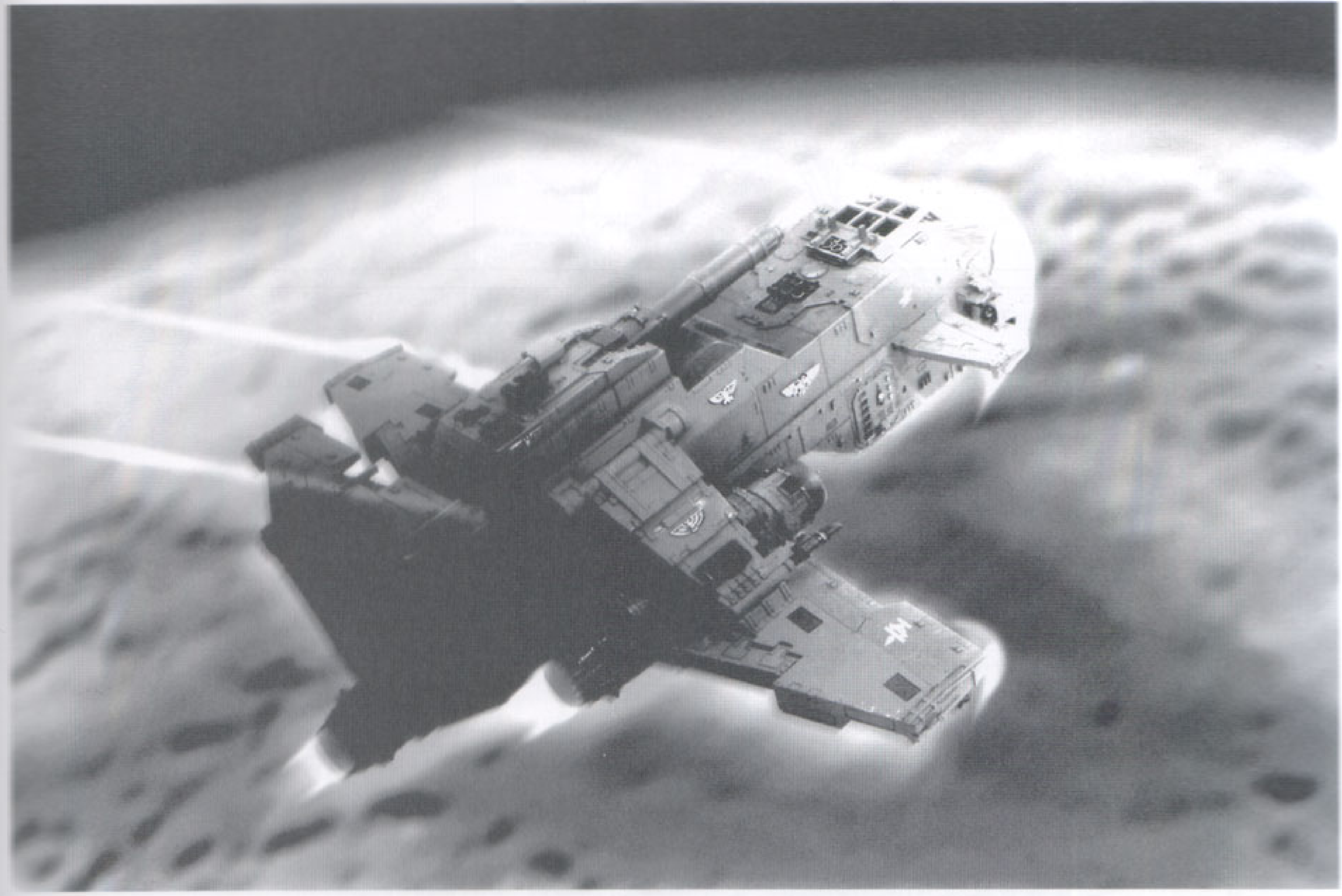
DORSAL TURBO-LASER MOUNT

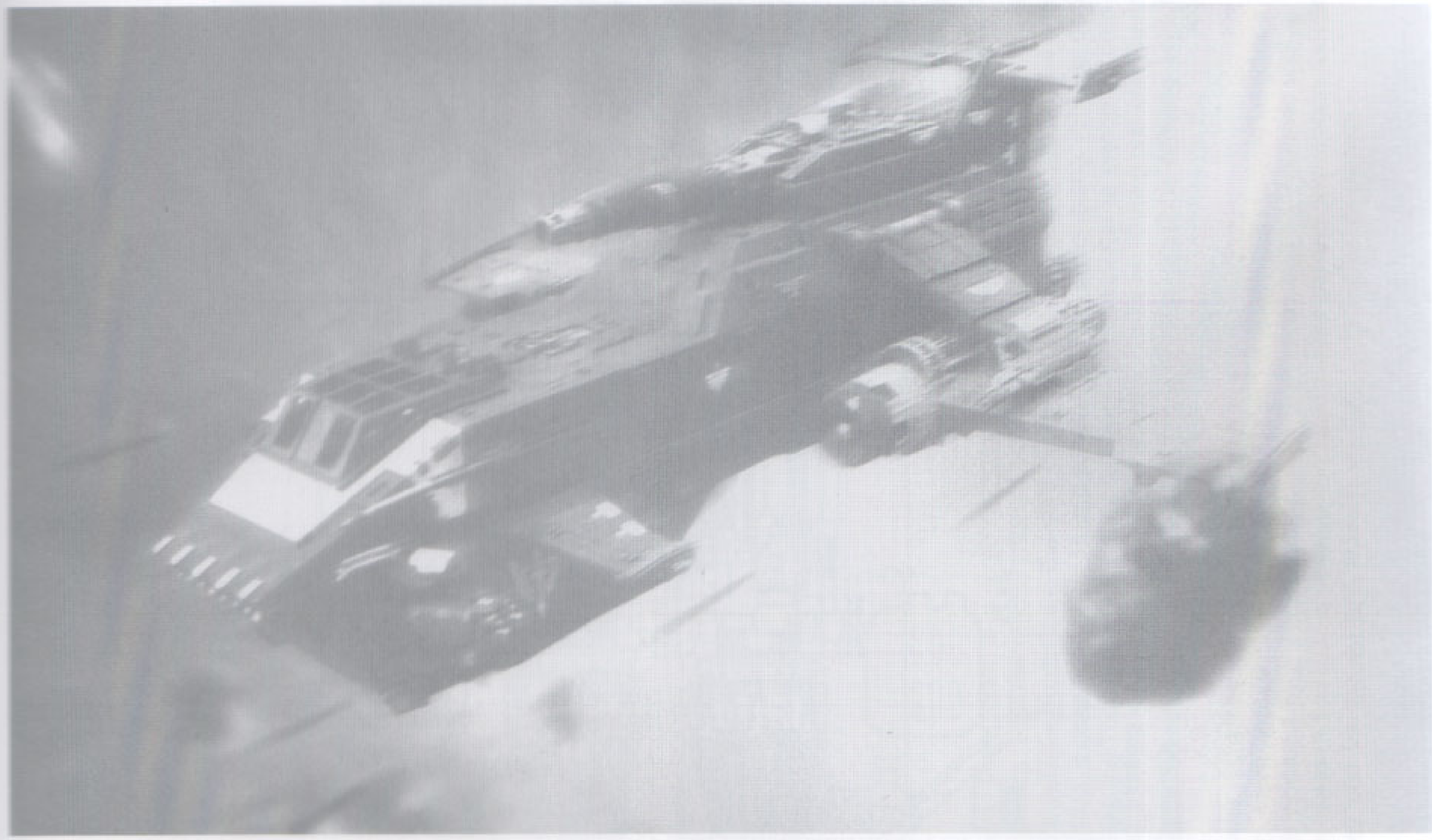


FORWARD HOLD



35. Pilot's system control panel
36. Rudder pedals
37. Flight control sticks
38. Pilot's seat
39. M33 'Cygnus' class machine spirit
40. Weapon control station
41. Navigator's seat
42. Gunner's seat
43. Navigator's station
44. Atmospheric sensor
45. Turbo-laser capacitor
46. Feeds from secondary capacitors
47. Main power feed
48. Sensor controls
49. Electronic counter measures
50. Navigational controls
51. Primary avionics
52. Emergency locating beacon
53. Energy convertor
54. Refraction chamber
55. Barrel bracing
56. Sleeve vents
57. Armoured front ramp
58. Dreadnought in transport position
59. Ammunition stowage boxes
60. Door control panel
61. Side door
62. Underbelly armour, reinforced ceramite and heat dissipation layers
63. Rear ramp
64. Access stairs to upper hold

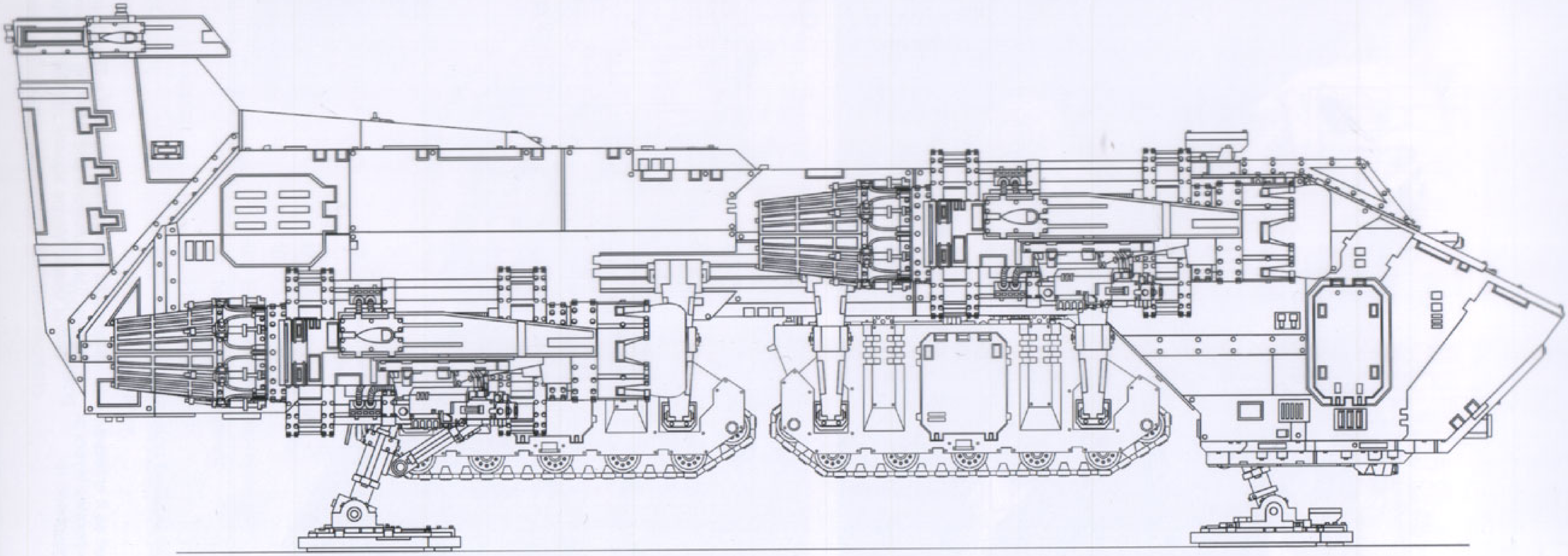




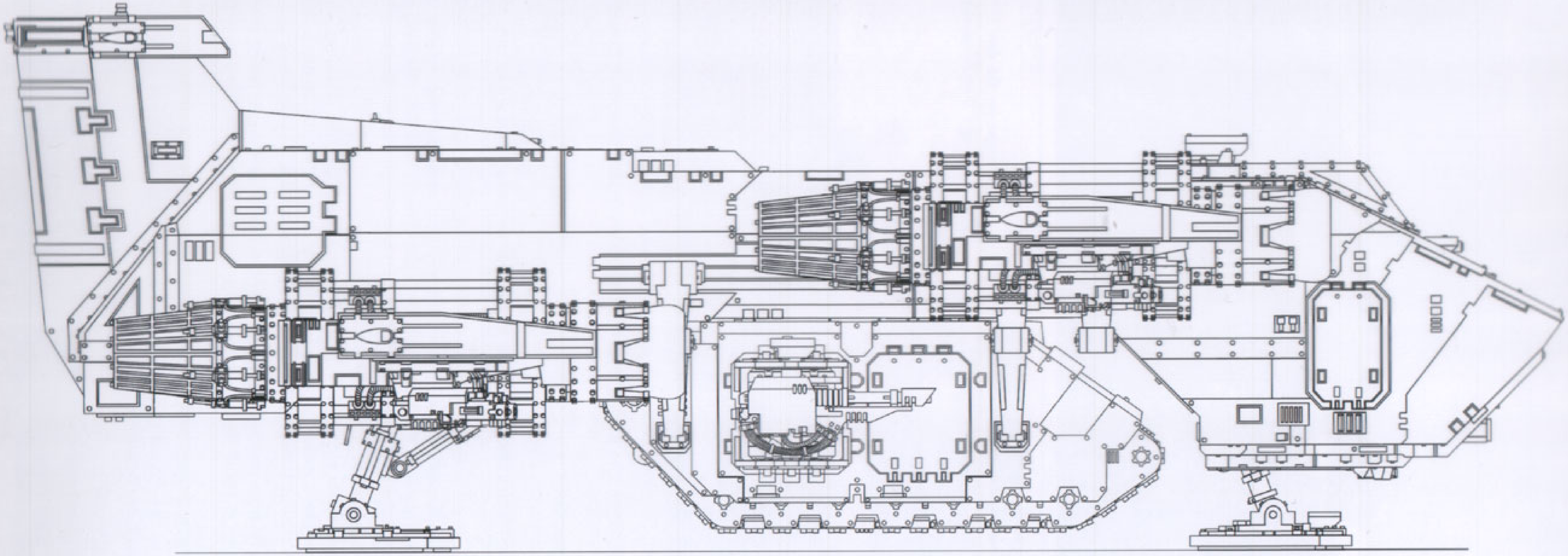
Top: A Blood Drinkers Thunderhawk builds up heat as it enters a planetary atmosphere. Thunderhawk armour incorporates layers of ceramite heat shielding to resist the repeated atmospheric re-entries their missions require.

Above: As well as resisting heat a Thunderhawk is well armoured against flak explosions and incoming anti-aircraft fire, allowing it to deliver Space Marine squads into the heaviest fighting.

Thunderhawk Transporter loaded with two Rhinos



Thunderhawk Transporter loaded with a Land Raider



The Thunderhawk Transporter is a logistical support variant of the gunship. Used to quickly move a Space Marine Chapter's vehicles from Strike Cruisers in orbit to a planet's surface, it does not carry men and is not a combat vehicle like the Thunderhawk gunship. It is only armed with heavy bolters for self defence, but it is not expected to engage the enemy.

Twin-winged and powered by four engines the transporter can carry two Rhinos or a single Land Raider using its powerful magnetic clamping arms to lock its cargo in place. It has four arms mounted upon runners, so they can be moved into position on the vehicle's side. The jointed arms clamp onto the side of a vehicle and then lift it off the ground into the carrying position. Upon landing the arms will be lowered to place the under slung vehicles on the ground, allowing the transporter to swoop in, drop off its cargo and quickly take off. During planetary assaults transporters fly non-stop missions ferrying vehicles and supplies to the Space Marines on the ground.

As well as carrying vehicles a Thunderhawk transporter can also be equipped with an under slung supply pod, for moving ammunition, fuel or other important supplies to a planet's surface.

THUNDERHAWK GUNSHIP

	Points	Front Armour	Side Armour	Rear Armour	BS
Thunderhawk	680	12	12	10	4

Thought for the day:
Faith is stronger than Adamantium

Type: Super-Heavy Flyer, Orbital Lander

Crew: Space Marines

Weapons: 4 x twin-linked heavy bolters, twin-linked lascannons and a dorsal mounted battle cannon. All Thunderhawks are equipped with a decoy flare launcher.

Options: The battle cannon may be replaced by a turbo-laser for free. A Thunderhawk may carry up to 6 Hellstrike missiles for +10 pts per missile, or the Thunderhawk may be equipped with 6 triple bomb pylons, a total of 18 bombs for an additional +90 pts.

Transport: The Thunderhawk may carry up to 30 power armoured Space Marines. These may be from different squads.

A Thunderhawk may carry Terminators. Each Terminator counting as two powered armoured Space Marines.

A Thunderhawk may carry up to one Dreadnought. The Dreadnought counts as five power armoured Space Marines.

A Thunderhawk may carry a single Bike squadron. Each Bike-mounted Space Marine counts as three power armoured Space Marines.

A Thunderhawk may carry Attack Bikes. Each Attack Bike counts as four power armoured Space Marines.

SPECIAL RULES

Fire Control: The Machine Spirit assists the Thunderhawk's gunner in selecting and targeting the enemy. If the Thunderhawk takes a 'Gun Crew Shaken' result from a glancing hit, then rather than one chosen weapon not being able to fire, the chosen weapon can still fire, under the control of the Machine Spirit. The firing is conducted with the Machine Spirit's BS2.

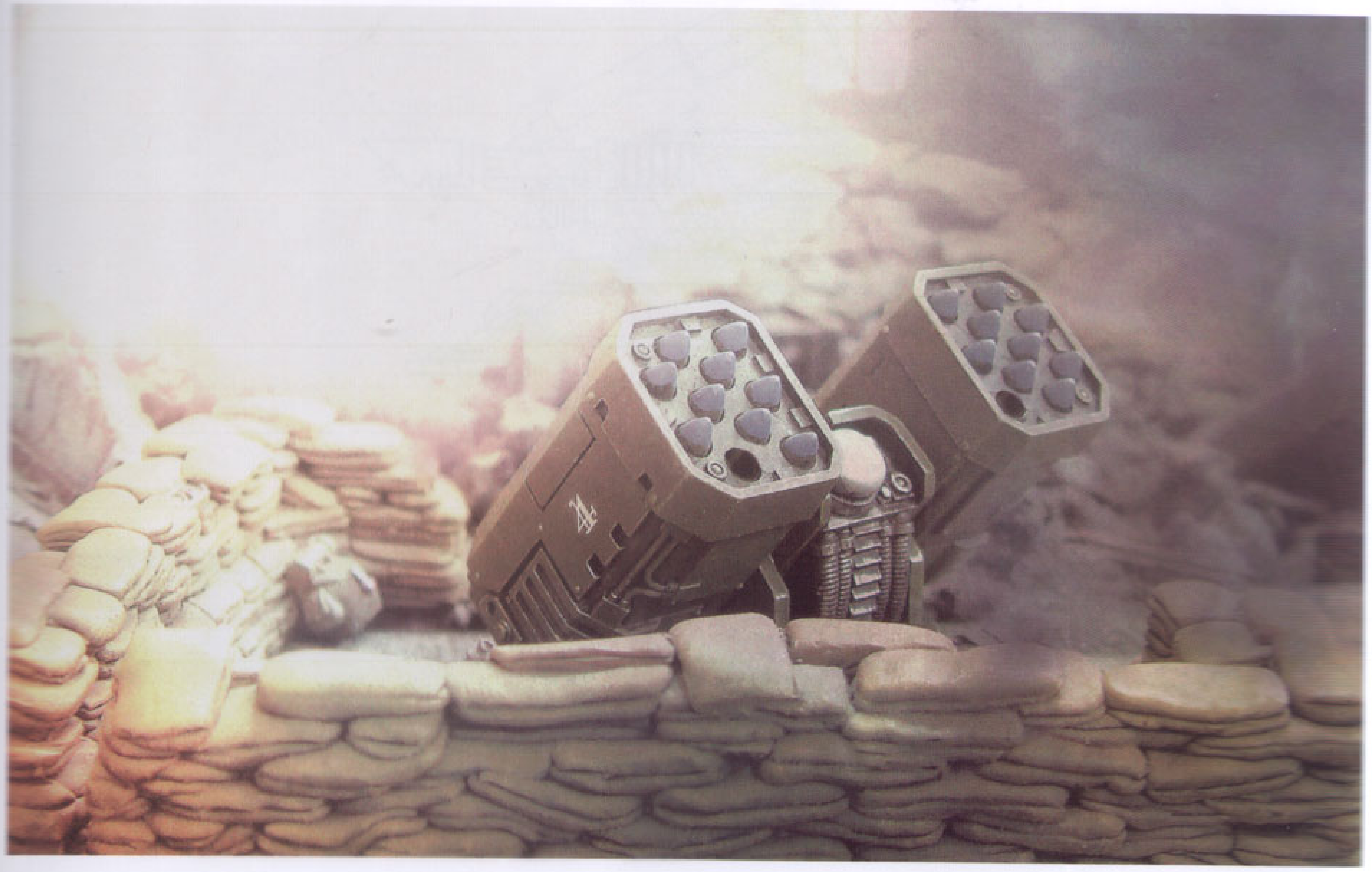
Ceramite Shielding: In order to resist the heat of atmospheric entry a Thunderhawk has thick ceramite shielding. This makes it resistant to melta (and melta-type) weapons. Melta weapons, including melta bombs, never roll an extra dice for armour penetration due to being at half range (melta bombs would therefore be 8 +D6), against a Thunderhawk.

Decoy Flares: If the Thunderhawk takes a glancing hit from enemy fire, then it may fire its decoy flares to re-roll the damage result. The second result must stand, even if it is better than the first. Decoy flares may only be used once per game.

Dorsal Weapon: The Thunderhawk's main armament is a battle cannon, positioned in a limited traverse dorsal mounting. Some Chapters prefer to utilise a large turbo-laser in the dorsal turret, powered by high-efficiency power packs, but this makes small difference to the Thunderhawk's battlefield performance.

Weapon	Range	Str	AP	Special
Battle cannon	72"	8	3	Ordnance1/Blast
Turbo-laser	72"	9	2	Heavy1/Blast

WEAPON PLATFORMS



Sentry guns are automated weapon systems, utilising simple logis-engines and infused by the Machine Spirit to allow them to operate without a controller. Once positioned, set and armed the weapon will remain active until it runs out of ammunition or is destroyed.

Many Space Marine Chapters keep a supply of sentry weapons in their armoury, finding them especially useful for routine guard duties due to their relative lack of manpower, but the weapon's lack of mobility severely restricts their use on the battlefield. As part of a static defence they can replace other heavy weapons, but Space Marines prefer to avoid fielding them except as a weapon of last resort.

Sentry guns are mostly placed to cover approaches to key positions, such as at roadblocks or for perimeter defence. Space Marine Scout squads sometimes infiltrate forwards, man-handling a disassembled sentry gun with them to pre-position and disguise, creating an automated ambush, before withdrawing to safety. The camouflaged weapon will sit and await an enemy unit or patrol to pass by, and open fire without warning.

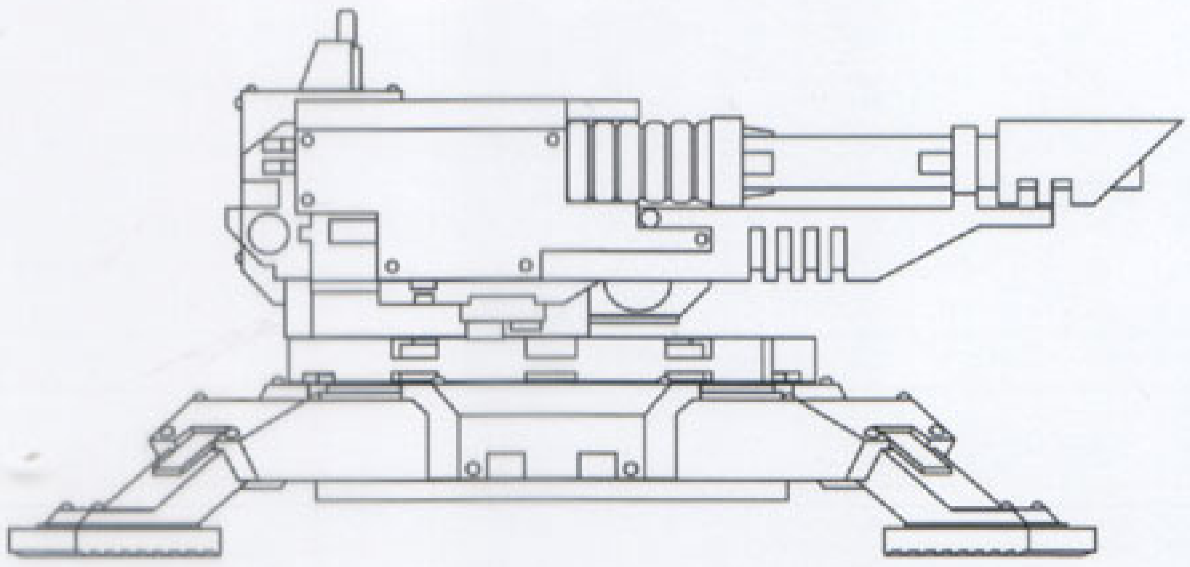
Another use for sentry guns is to defend landing sites and extraction routes. As a force advance from a landing zone they will place sentry guns on the route they intent to return by. These guns are only activated as they force withdraws, making them a remote rearguard for the Space Marines, engaging and delaying enemy units that might be pursuit.

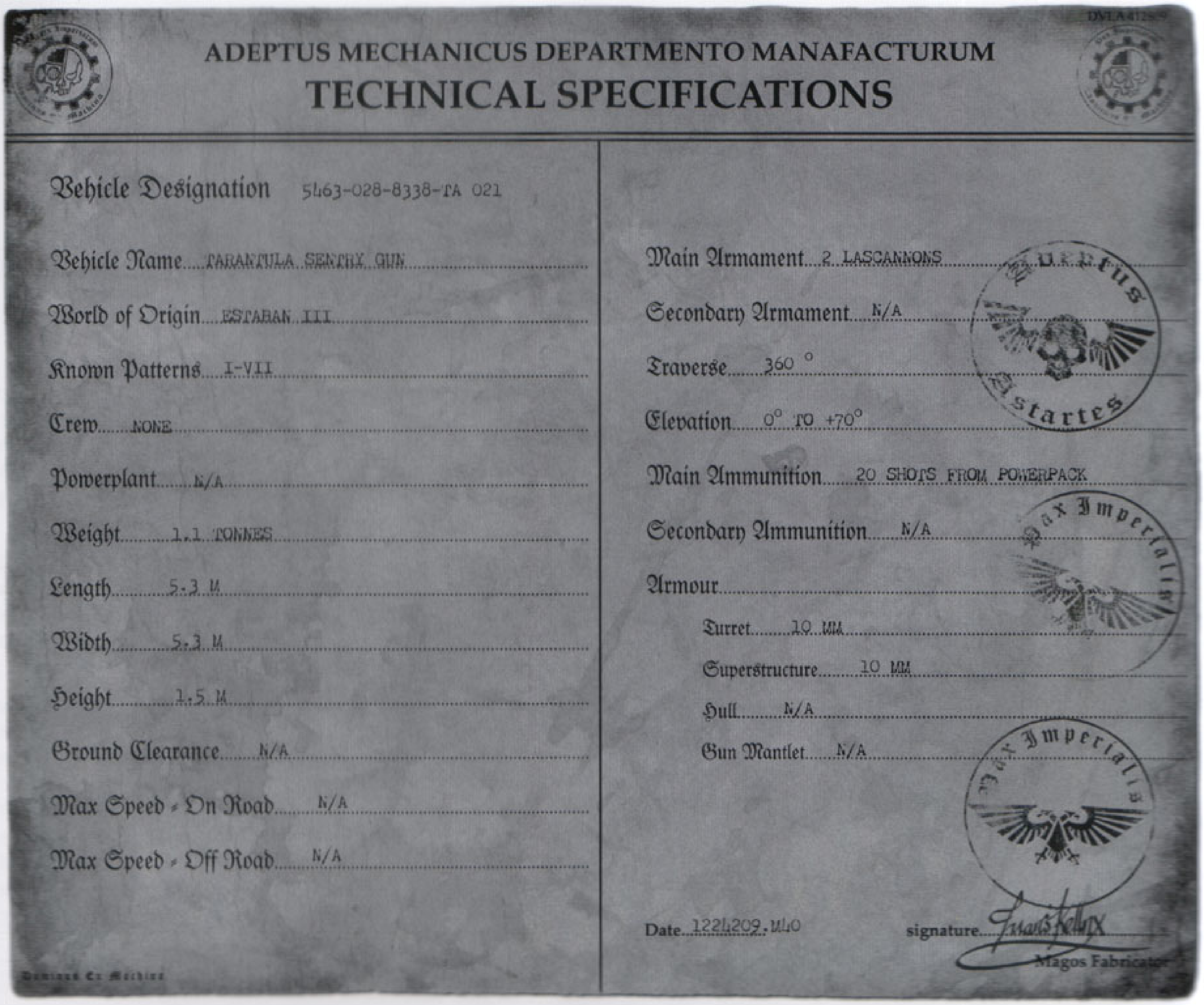
Space Marine sentry guns utilise the same basic automated turret and weapons as the Razorback conversion of the Rhino. Razorbacks lost in combat can sometimes have their turrets salvaged and repaired for use as sentry gun turrets, with the aid of a Techmarine reading the appropriate Rites of Salvage.

A Space Marine Tarantula can be transported in a Land Raider, Rhino or Razorback for rapid re-deployment. They can also be air-dropped on grav-chutes from Thunderhawk gunships. Once landed a Techmarine will be required to assemble and set the weapon.

Some Space Marine Chapters utilise a variant of the sentry gun for static air defence. Mounting a Hyperios anti-aircraft missile launcher and controlled via a command platform, a battery of remote Hyperios launchers can be used to defend the most important strategic locations against air attacks. These automated weapons are controlled by the command platform's logis-engine and are not as efficient or accurate as a Hyperios launcher controlled by a Space Marine gunner, but AA vehicles are not often available for static defence duty.

Estaban pattern Tarantula with lascannons





DVLA 41289

ADEPTUS MECHANICUS DEPARTMENTO MANAFACTURUM

TECHNICAL SPECIFICATIONS

Vehicle Designation 5463-028-8338-TA 021

Vehicle Name TARANTULA SENTRY GUN

World of Origin ESTABAN III

Known Patterns I-VII

Crew NONE

Powerplant N/A

Weight 1.1 TONNES

Length 5.3 M

Width 5.3 M

Height 1.5 M

Ground Clearance N/A

Max Speed - On Road N/A

Max Speed - Off Road N/A

Main Armament 2 LASCANNONS

Secondary Armament N/A

Traverse 360 °

Elevation 0° TO +70°

Main Ammunition 20 SHOTS FROM POWERPACK

Secondary Ammunition N/A

Armour

Turret 10 MM

Superstructure 10 MM

Hull N/A

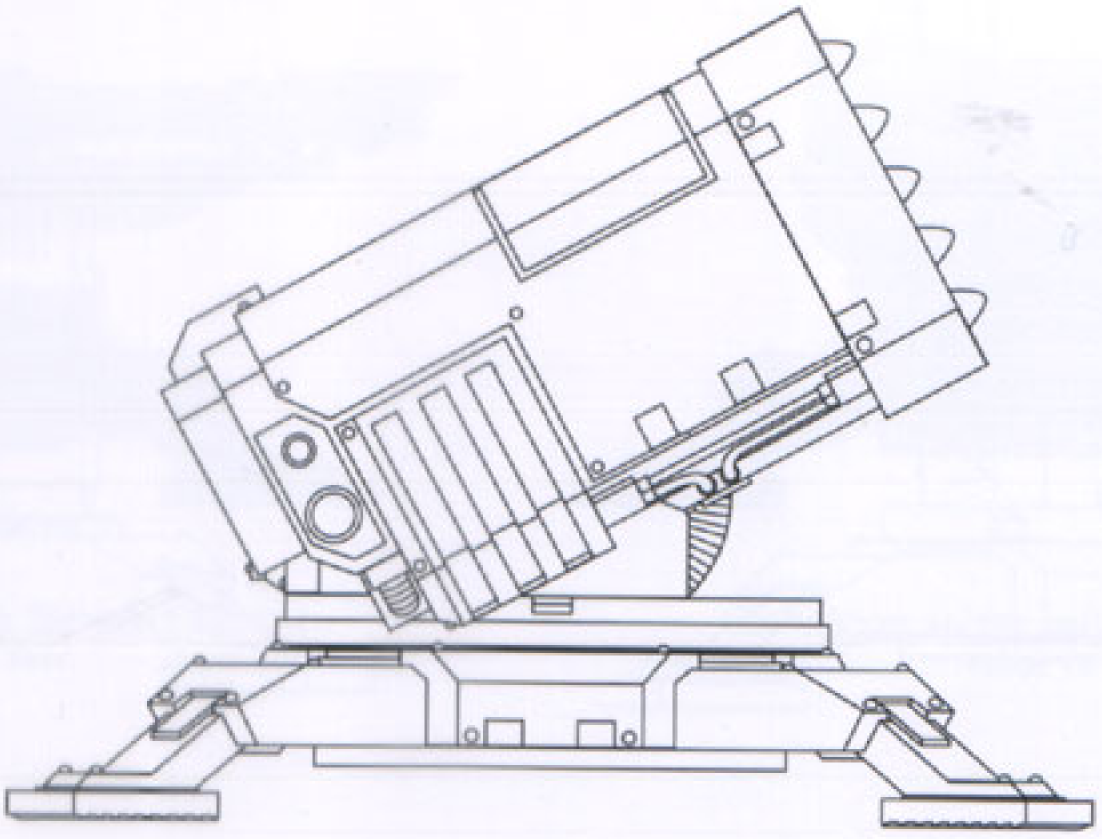
Gun Mantlet N/A

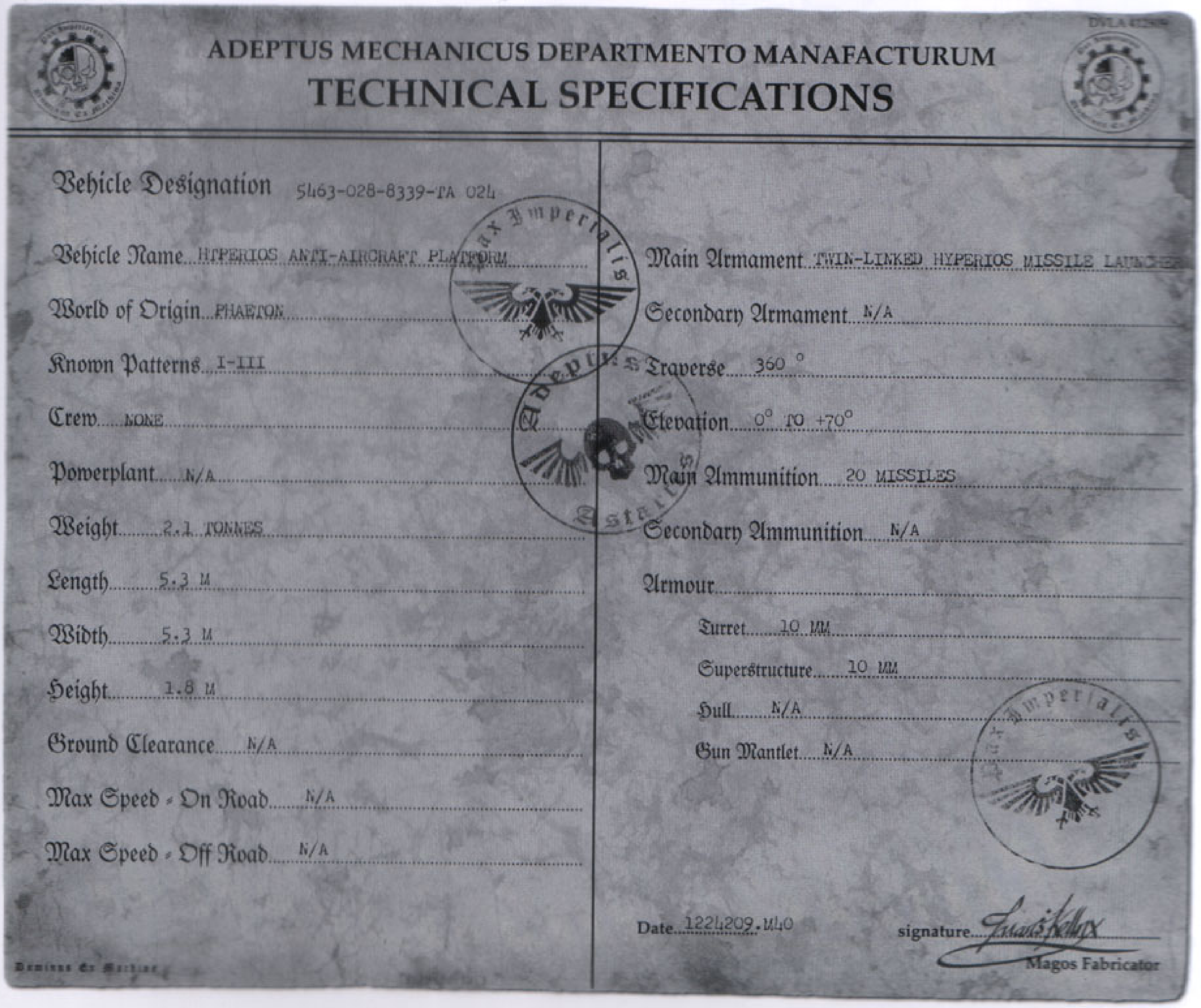
Date 1224209.M40

signature

Magos Fabricator

Dominus Ex Machina





ADEPTUS MECHANICUS DEPARTMENTO MANAFACTURUM

TECHNICAL SPECIFICATIONS

Vehicle Designation 5463-028-8339-TA 024

Vehicle Name HYPERIOS ANTI-AIRCRAFT PLATFORM

World of Origin PHAETON

Known Patterns I-III

Crew NONE

Powerplant N/A

Weight 2.1 TONNES

Length 5.3 M

Width 5.3 M

Height 1.8 M

Ground Clearance N/A

Max Speed - On Road N/A

Max Speed - Off Road N/A

Main Armament TWIN-LINKED HYPERIOS MISSILE LAUNCHER

Secondary Armament N/A

Traverse 360 °

Elevation 0° TO +70°

Main Ammunition 20 MISSILES

Secondary Ammunition N/A

Armour

Turret 10 MM

Superstructure 10 MM

Hull N/A

Gun Mantlet N/A

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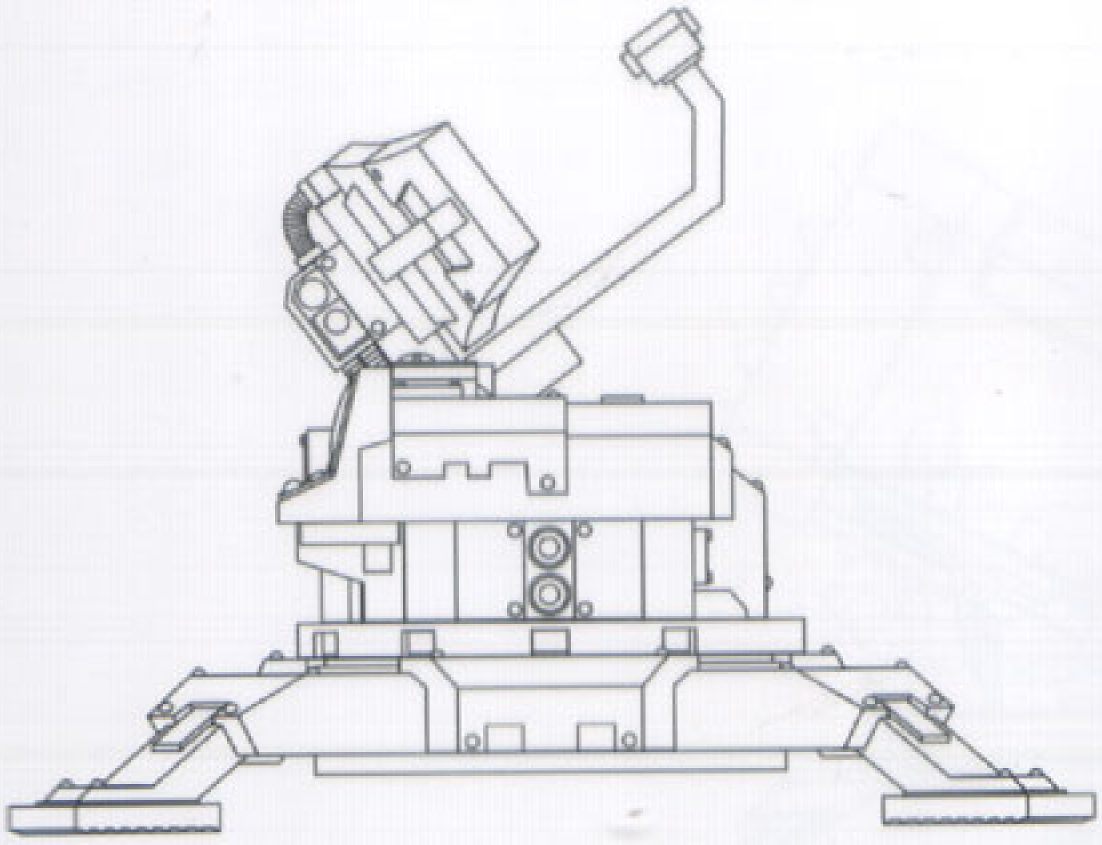
Magos Fabricator

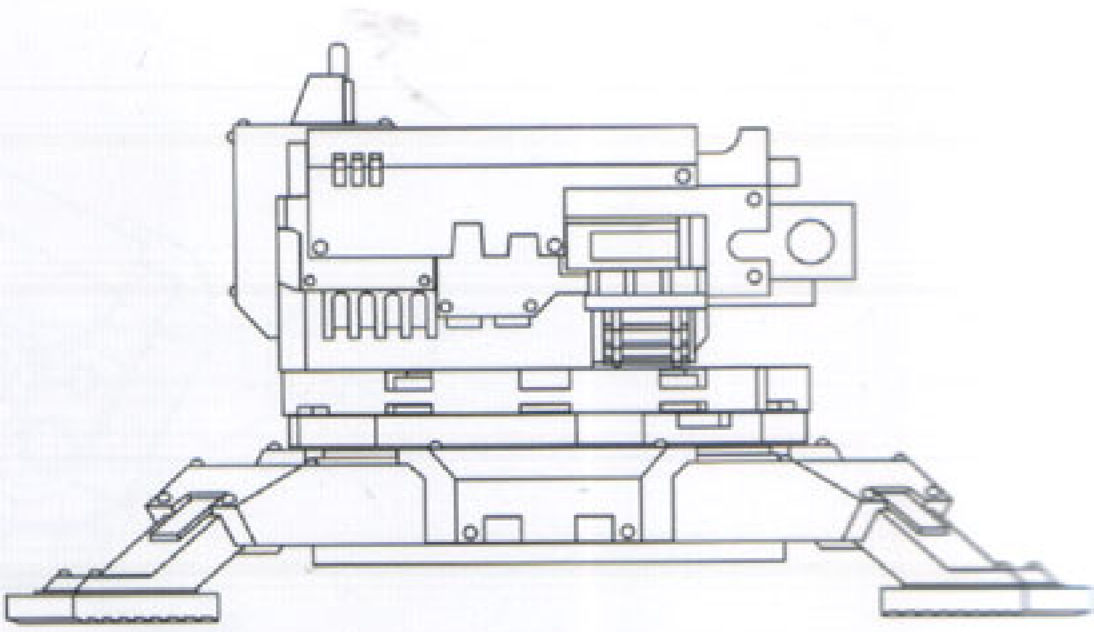
Pax Imperialis

Adeptus Astartes

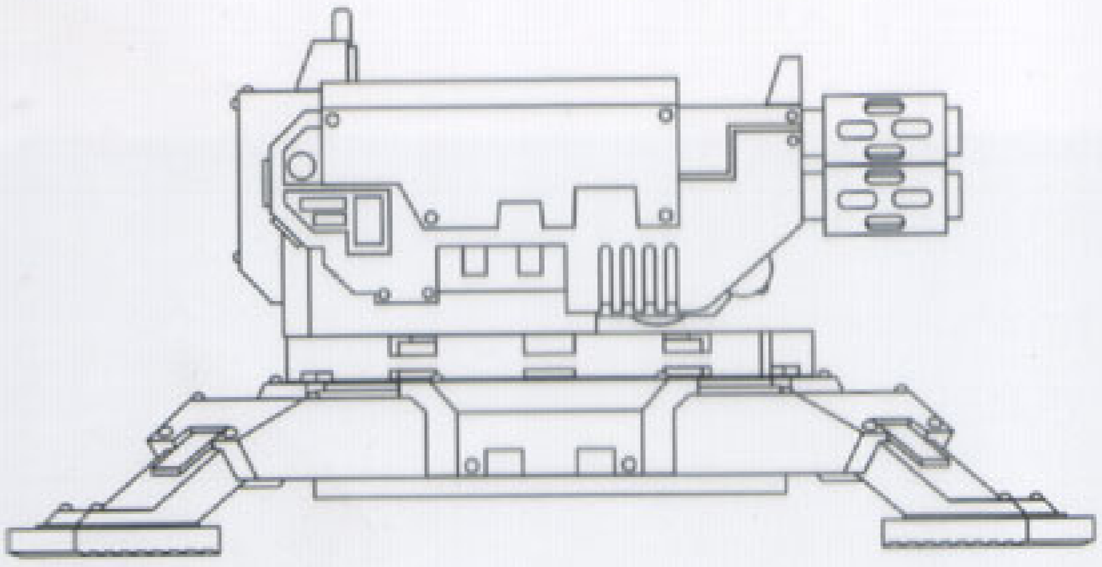
Hyperios Air Defence Command Platform

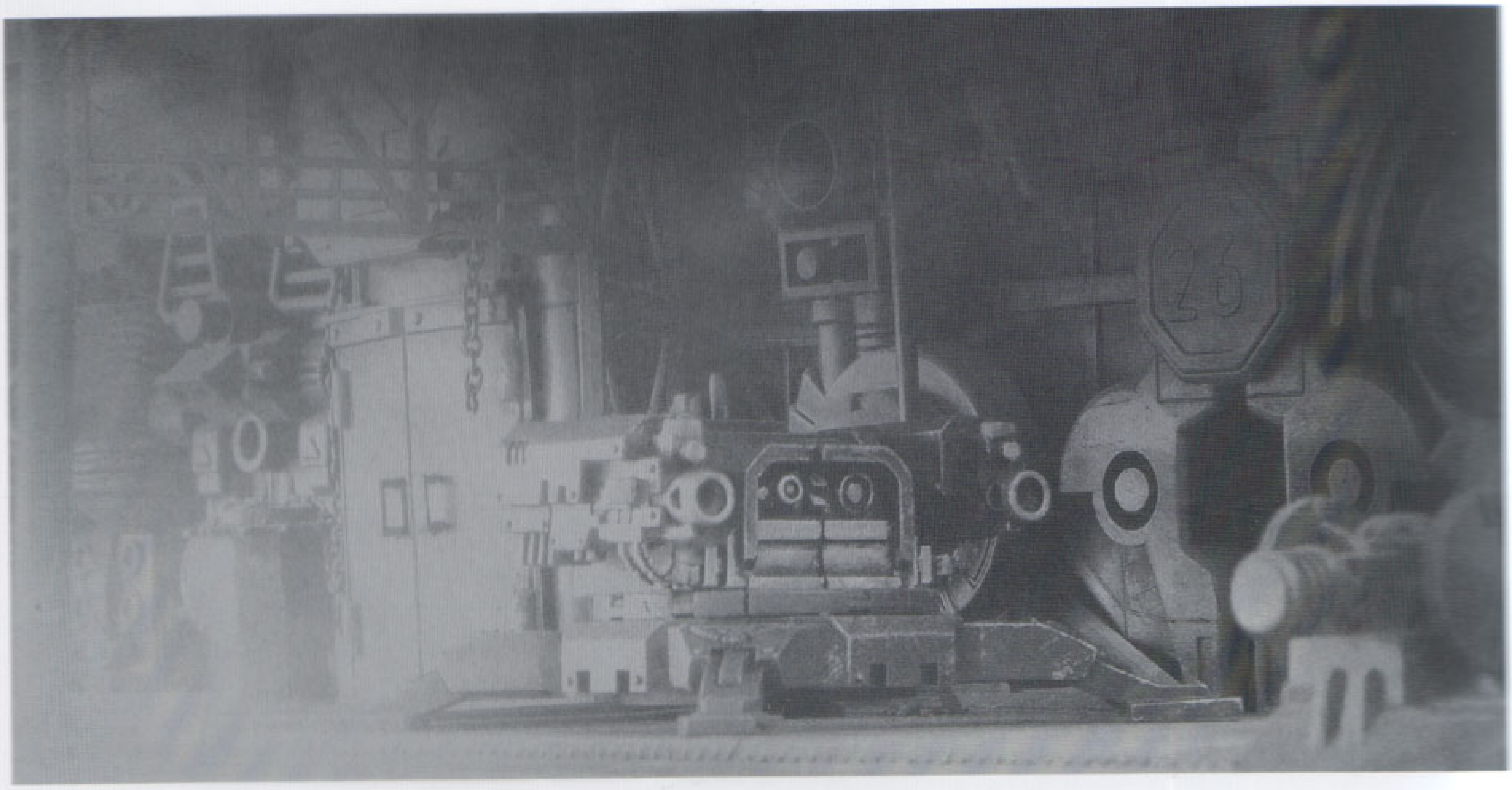


Estaban pattern Tarantula with heavy bolters

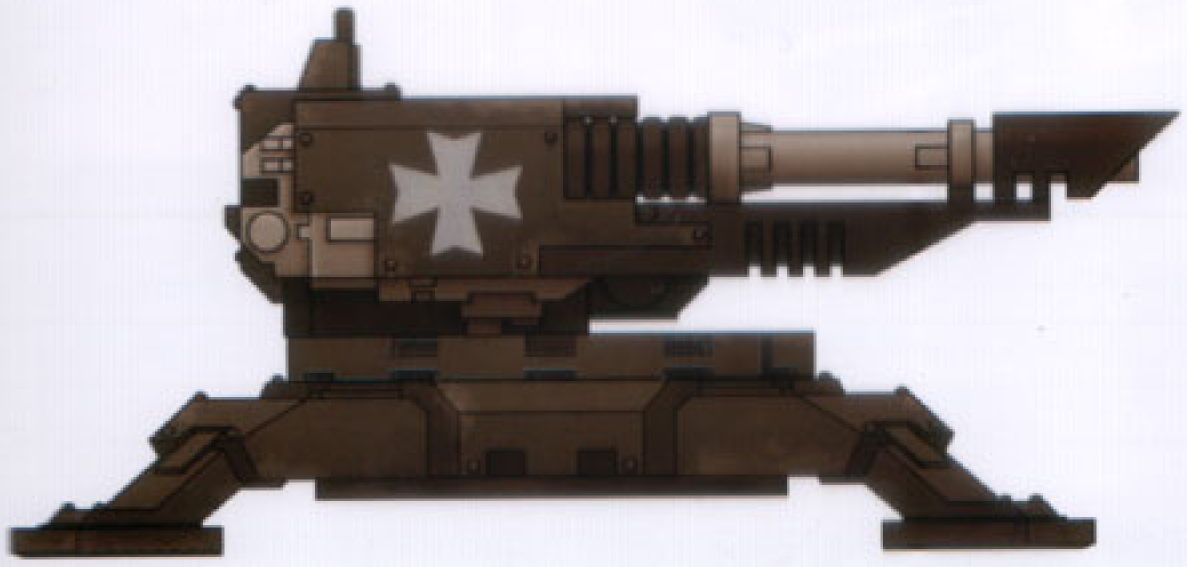


Estaban pattern Tarantula with multi-melta

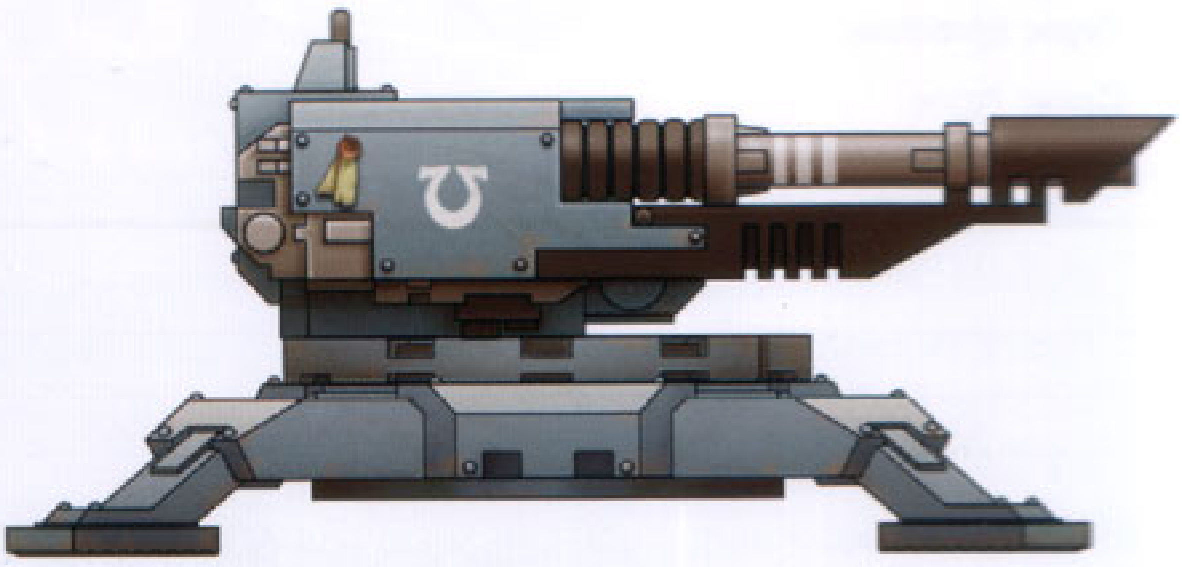




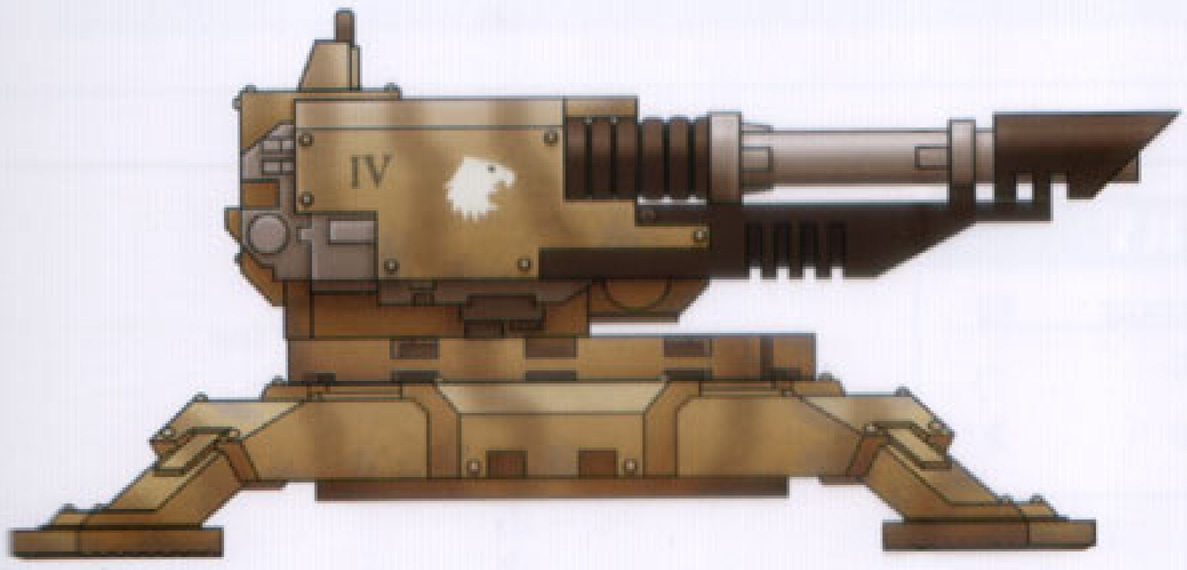
Above: Whilst of limited use in the open field, Tarantula's excel during tunnel fighting, where they can hold doorways, access and exit routes, freeing up valuable assault troops.



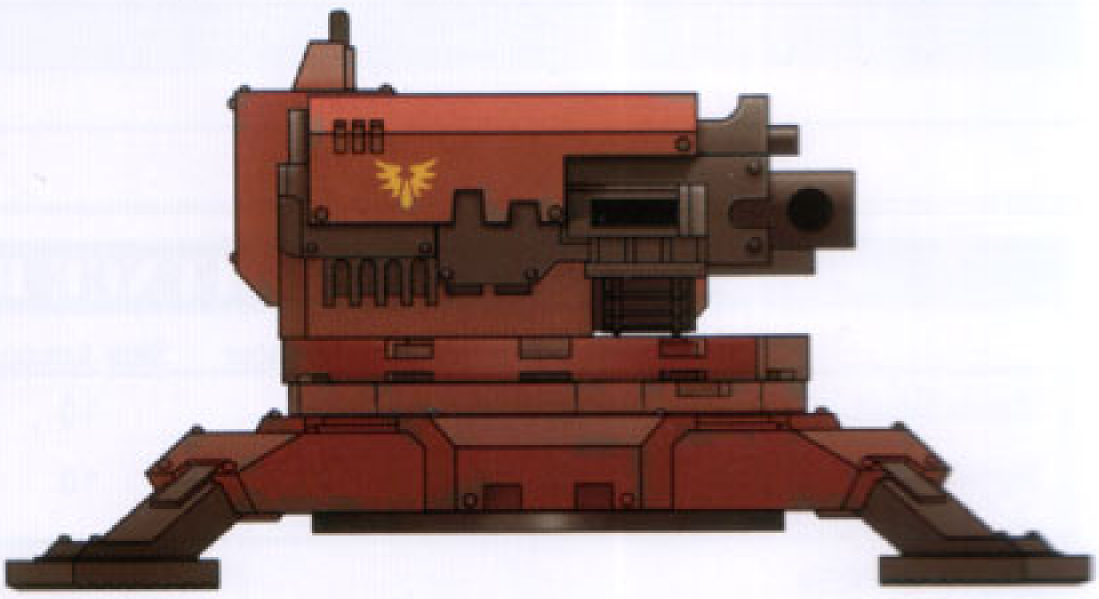
Lascannon sentry gun of the Black Templars Chapter.
Third Armageddon War.



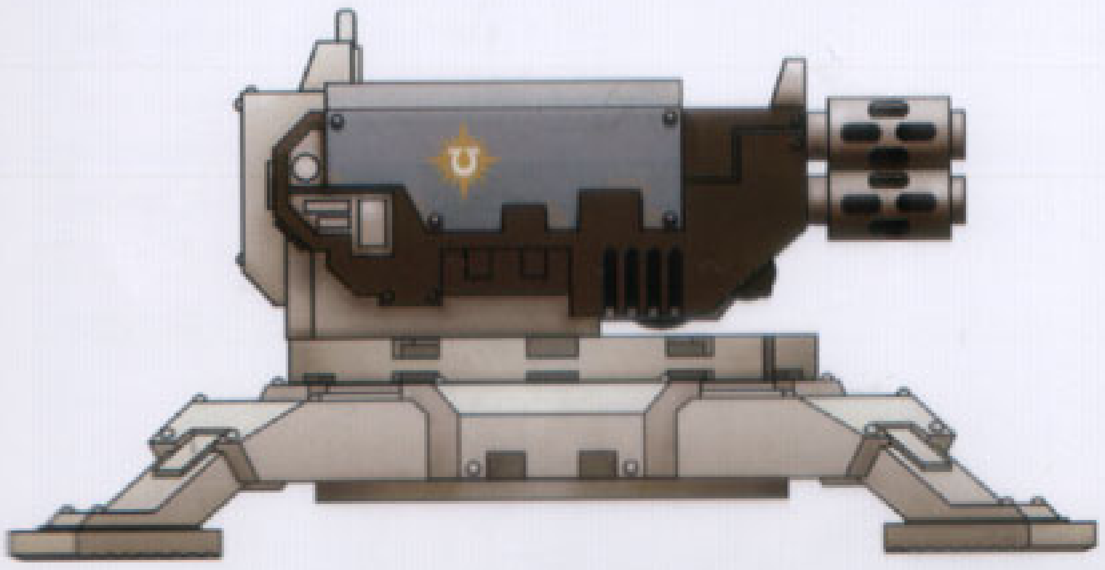
Lascannon sentry gun of the Ultramarines Chapter.
Ichar IV defence force.



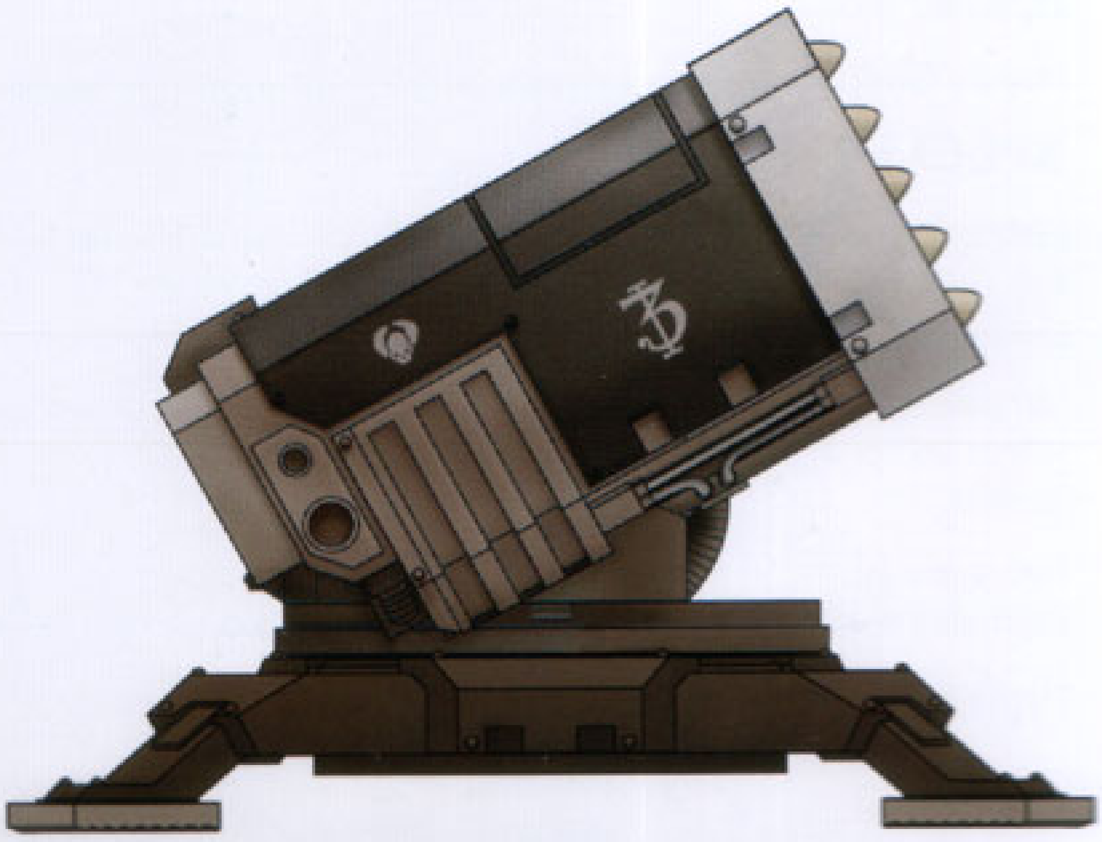
Lascannon sentry gun of the Raptors Chapter.
Desert camouflaged scheme from the Angelis Campaign.



Heavy Bolter sentry gun of the Blood Angels Chapter.
Achernar Invasion.



Multi-melta sentry gun of the Praetors of Orpheus Chapter.
Strike Force Naasirka, Jotun Repression.



Hyperios air defence platform of the Mortifactors Chapter.
Chaeros Task Force, during the 13th Black Crusade.

0-1 SENTRY GUN

	Points	Front Armour	Side Armour	Rear Armour	BS
Sentry Guns	15 per guns	10	10	10	2

Thought for the day:
Doubt forms the path to damnation

Type: Immobile

Crew: None

Weapons: The sentry gun is armed with twin-linked heavy bolters.

Options: Any sentry gun can replace its heavy bolters with twin-linked las cannons for +10 pts or a single multi-melta for free.

Heavy Support: You can take up to three sentry guns as one Heavy Support choice for a Space Marine army. These guns do not have to be deployed as a battery.

SPECIAL RULES

Firing Modes: A sentry gun can fire in one of two modes. You must decide which mode the sentry gun will be set in before the start of the game. You cannot change the mode once you have decided, it remains in that mode for the rest of the game.

Point Defence Mode: The sentry gun is set up with a fixed fire arc, usually to provide covering fire over a particular area. In this mode, the gun will engage enemy targets up to 24" away which are within a fixed 90º arc.

Sentry Mode: In this mode, the gun is set up to fire at any enemy which comes near, and will always turn to fire at the nearest enemy target within 12" to which it can draw a line of sight. It can fire all around.

Targeting: Which enemy unit a sentry gun will target is dictated by its armament.

A heavy bolter equipped sentry gun will fire at the nearest non-vehicle within its firing mode.

Lascannon or multi-melta equipped sentry guns will fire at the closest enemy vehicle or large monster within its firing mode.

If there is no preferred target, then the nearest other target will be engaged. Only destroyed vehicles are ignored, immobilised vehicles will still continue to be targeted. sentry guns have a BS of 2.

Damage: As it is a remote vehicle a sentry gun is destroyed by any glancing or penetrating hit.

0-1 HYPERIOS AIR DEFENCE BATTERY

	Points	Front Armour	Side Armour	Rear Armour	BS
Command platform	10	10	10	10	-
Hyperios platform	+35	10	10	10	2

Thought for the day:
Courage is the mastery of fear -
not the absence of fear

Type: Immobile

Crew: None

Weapons: The Hyperios platform is armed with twin-linked Hyperios missile launchers. The command platform is unarmed.

Battery: A battery consists of 1 Command platform and 1-4 Hyperios platforms. These do not have to be deployed together, although each Hyperios platform must be positioned within 36" of the command platform.

Options: None.

Heavy Support: An air defence battery is a single Heavy Support choice for a Space Marine army.

SPECIAL RULES

Firing Mode: Unlike other sentry guns, the Hyperios platform only has one firing mode, Air Defence. The command platform scans the skies whilst the missile launchers remain inactive. When an incoming aircraft is detected the control console selects the nearest platforms and relays targeting information. The Hyperios then activates, spins, tracks and fires.

Targeting: A Hyperios platform will fire a single missile in its own Shooting phase at any enemy aircraft whose flight path takes it within 36" of a platform. If an aircraft's flight path takes it within 36" of more than one platform then each platform will fire a single missile.

Damage: As it is a remote vehicle a platform is destroyed by any glancing or penetrating hit. If the command platform is destroyed then all the other platforms stop functioning and can no longer be fired.

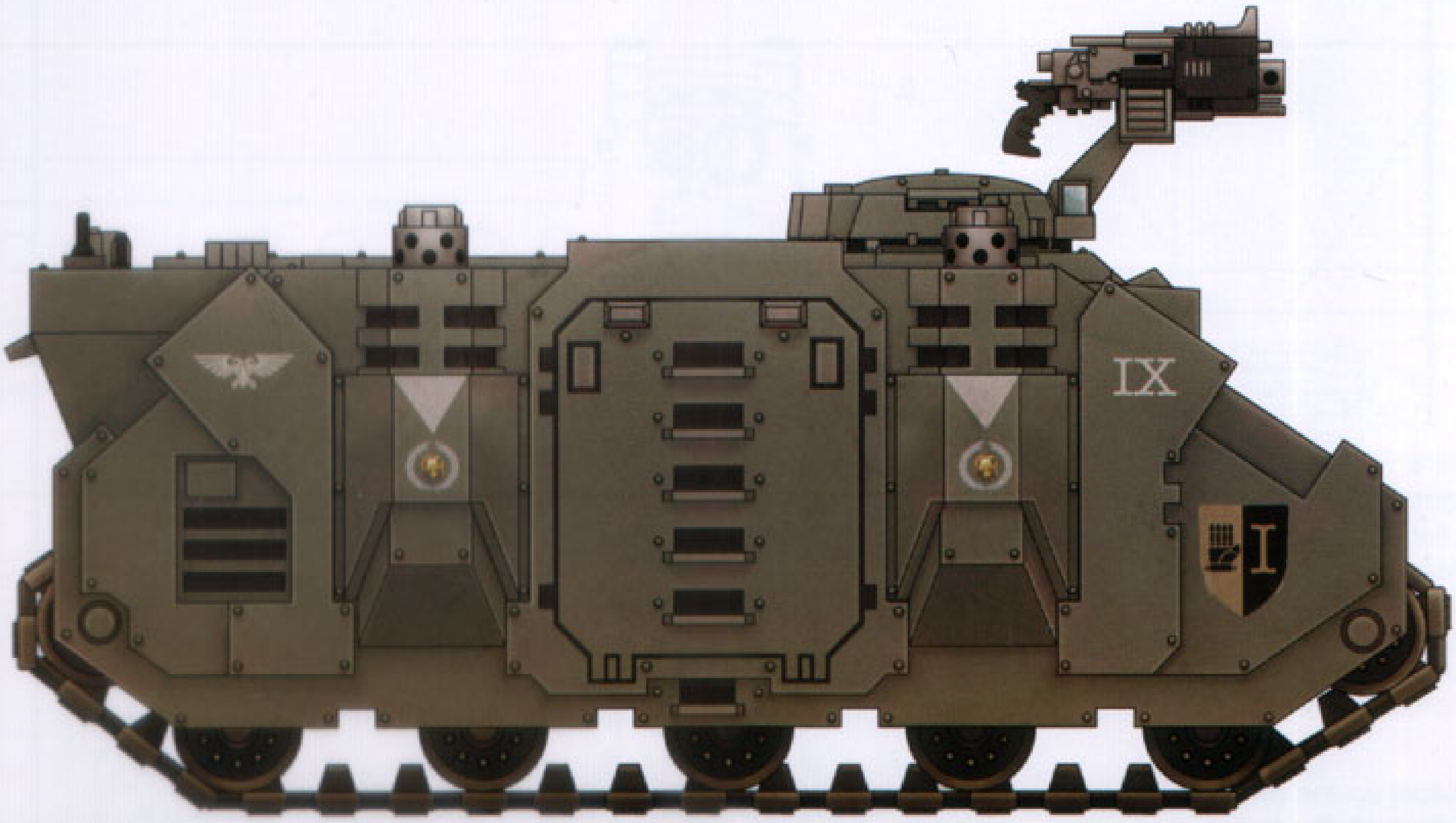
Hyperios Anti-Aircraft Missile Launcher:

Range	Str	AP	Type
48"	8	3	Heavy1/ AA mount

The platform mounted Hyperios can only be fired at aircraft, it cannot engage ground targets.

Victory Points: For the purposes of Victory Points an air defence battery cannot claim to occupy table quarters or objectives.

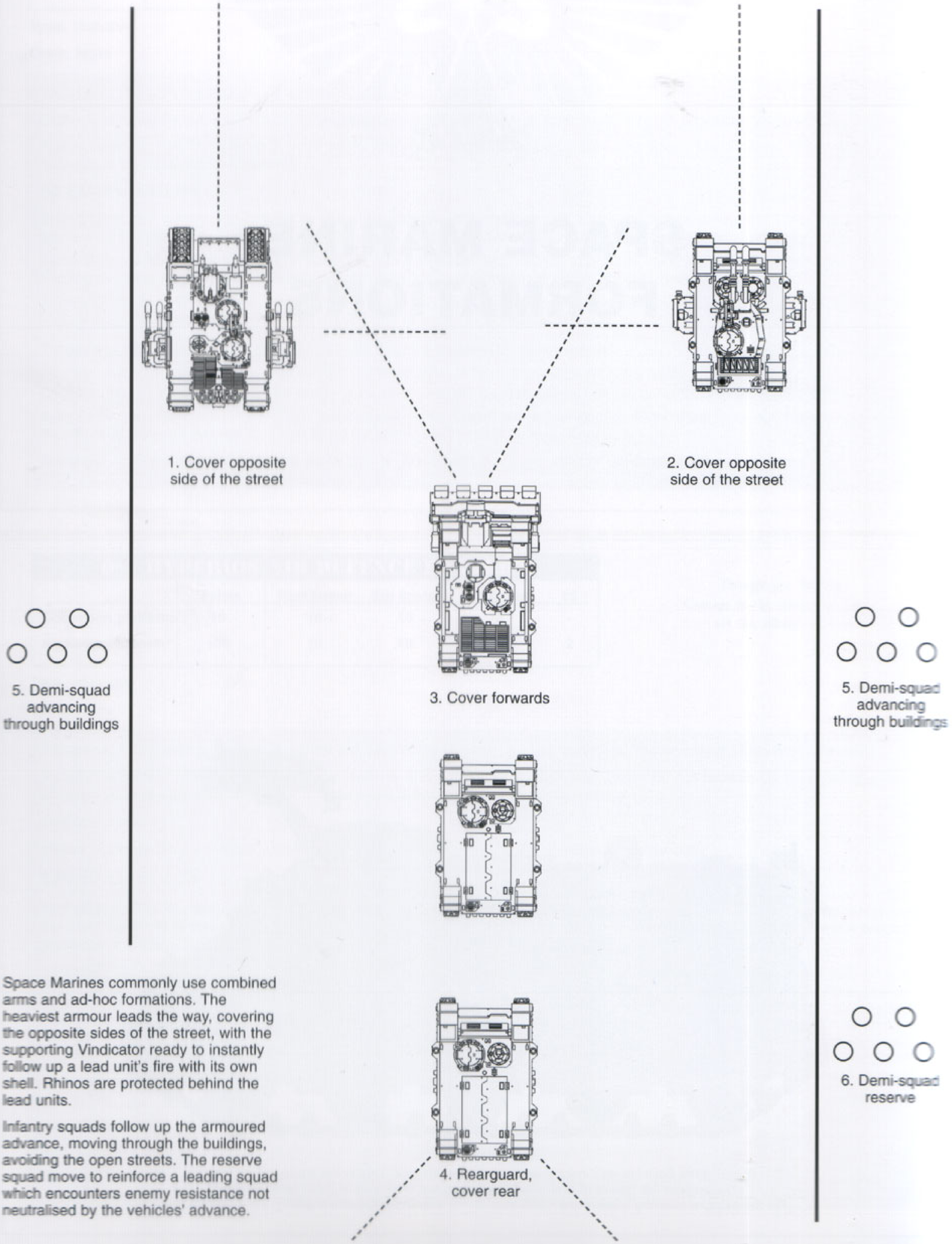
SPACE MARINE FORMATIONS



Rhino of the Dark Hands Chapter with reinforced armour. This is the transport vehicle of the veteran 9th squad of first company (when not deployed in Terminator armour). On the exhaust cowling it bears the traditional laurel wreath badge and a golden Crux Terminatus.

COMBAT FORMATION

Armoured unit advancing along a street
(Death Strike Chapter during the Assault on Moros)

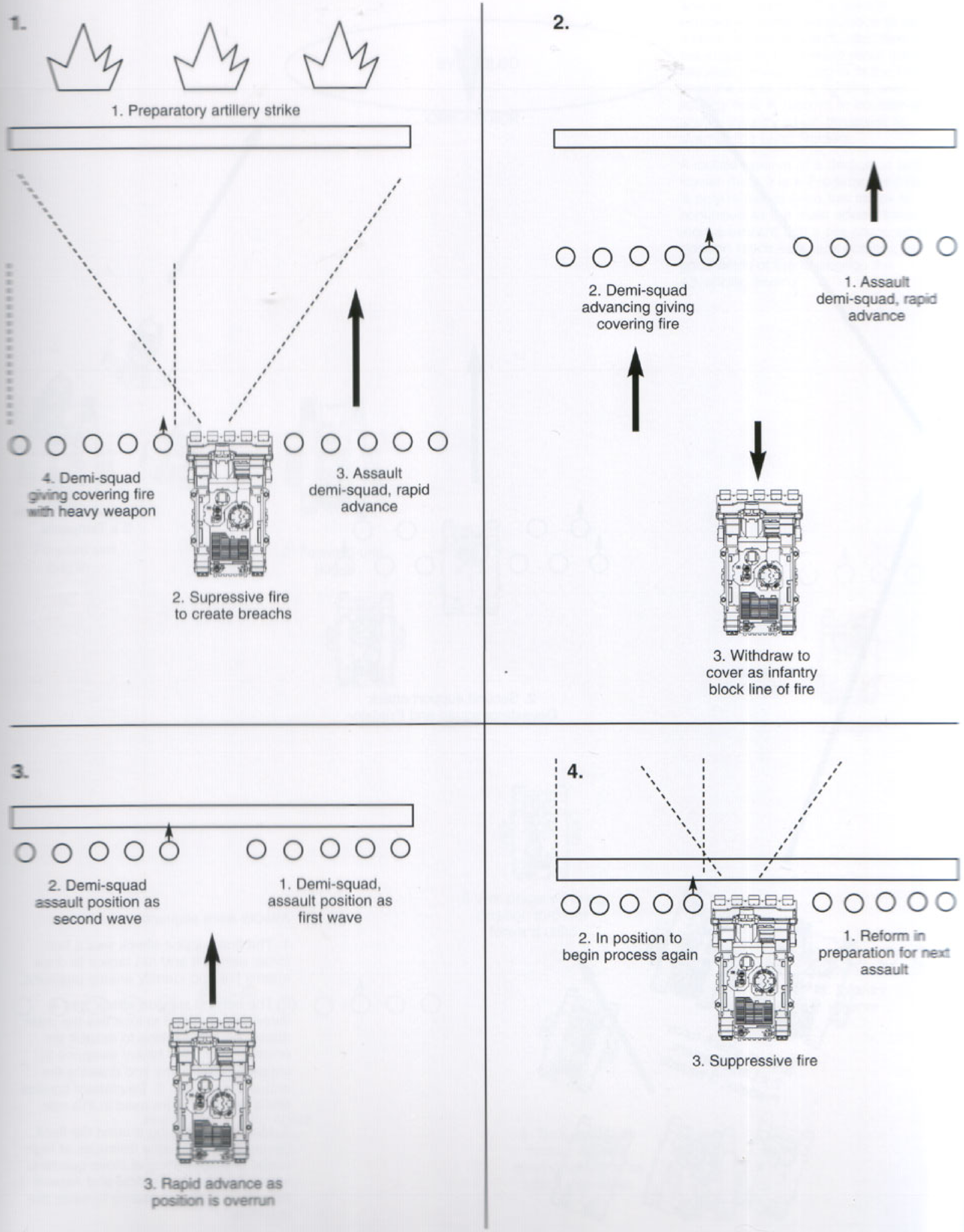

1. Cover opposite side of the street
2. Cover opposite side of the street
3. Cover forwards
4. Rearguard, cover rear
5. Demi-squad advancing through buildings
5. Demi-squad advancing through buildings
6. Demi-squad reserve

Space Marines commonly use combined arms and ad-hoc formations. The heaviest armour leads the way, covering the opposite sides of the street, with the supporting Vindicator ready to instantly follow up a lead unit's fire with its own shell. Rhinos are protected behind the lead units.

Infantry squads follow up the armoured advance, moving through the buildings, avoiding the open streets. The reserve squad move to reinforce a leading squad which encounters enemy resistance not neutralised by the vehicles' advance.

COMBAT FORMATION

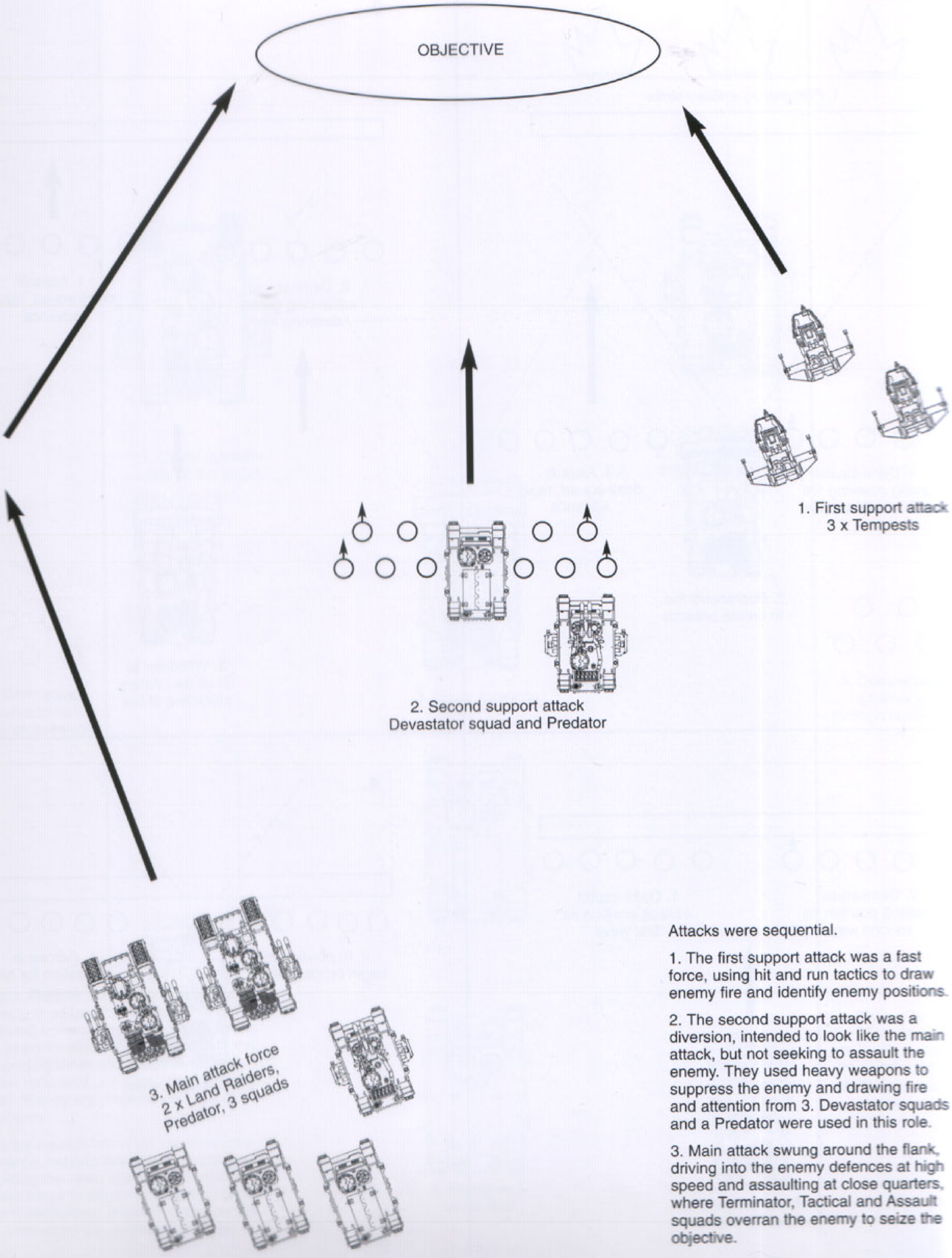
4 phases of a Tactical squad assault on a defence line
(Storm Giants Chapter during the Second Lastrati Punitive Campaign)


1.
1. Preparatory artillery strike
4. Demi-squad giving covering fire with heavy weapon
2. Supressive fire to create breachs
3. Assault demi-squad, rapid advance
2.
2. Demi-squad advancing giving covering fire
1. Assault demi-squad, rapid advance
3. Withdraw to cover as infantry block line of fire
3.
2. Demi-squad assault position as second wave
1. Demi-squad, assault position as first wave
3. Rapid advance as position is overrun
4.
2. In position to begin process again
1. Reform in preparation for next assault
3. Suppressive fire

COMBAT FORMATION

3 phases of an armoured attack plan

(Assault on Hill 103 by the Howling Griffons Chapter, during the Dennar IV Rebellion)


OBJECTIVE
1. First support attack
3 x Tempests
2. Second support attack
Devastator squad and Predator
3. Main attack force
2 x Land Raiders,
Predator, 3 squads

Attacks were sequential.

1. The first support attack was a fast force, using hit and run tactics to draw enemy fire and identify enemy positions.

2. The second support attack was a diversion, intended to look like the main attack, but not seeking to assault the enemy. They used heavy weapons to suppress the enemy and drawing fire and attention from 3. Devastator squads and a Predator were used in this role.

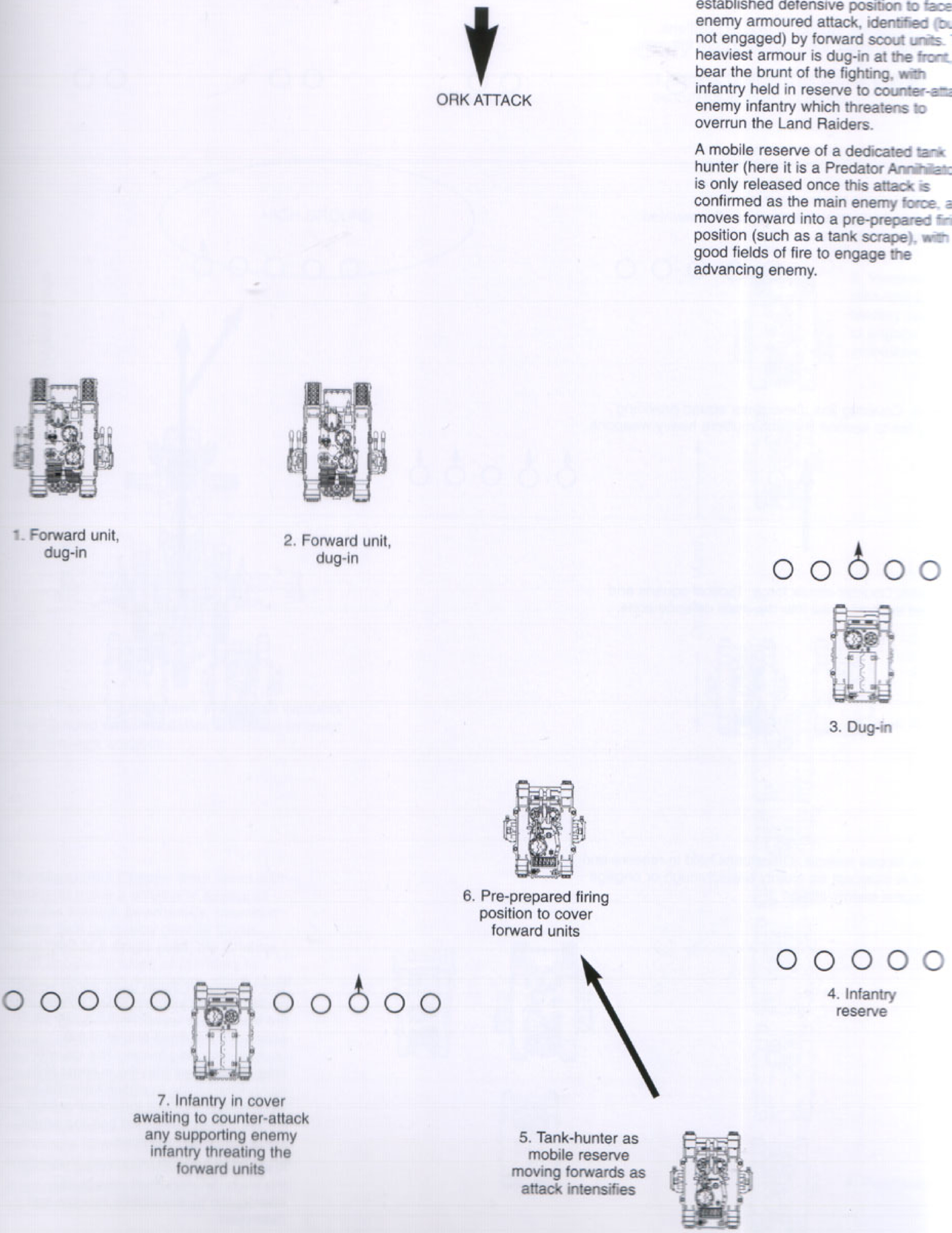
3. Main attack swung around the flank, driving into the enemy defences at high speed and assaulting at close quarters, where Terminator, Tactical and Assault squads overran the enemy to seize the objective.

COMBAT FORMATION

Defensive position against enemy armoured attack (Imperial Fists Chapter during the Balle Alpha campaign)

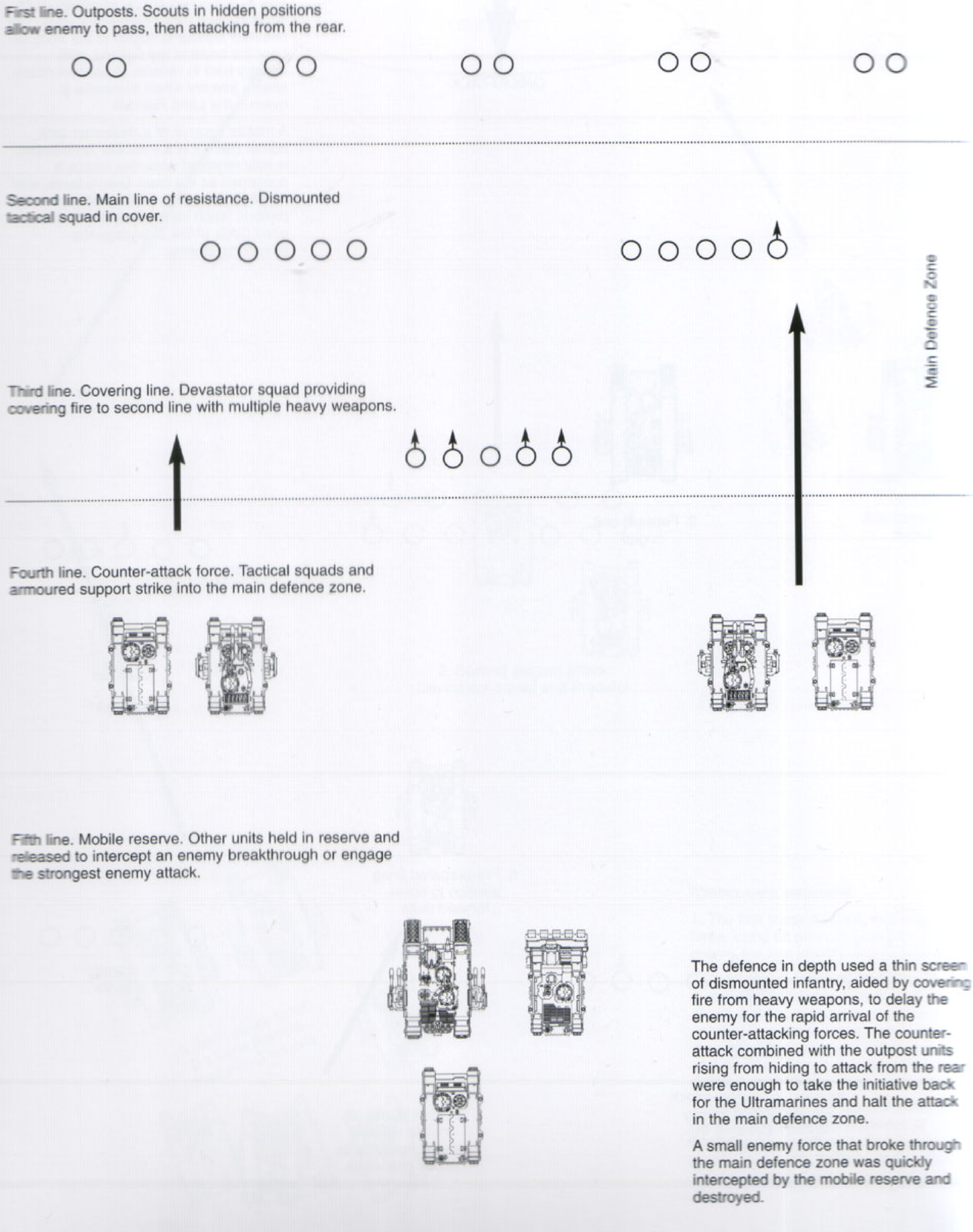
This is an example of a quickly established defensive position to face an enemy armoured attack, identified (but not engaged) by forward scout units. The heaviest armour is dug-in at the front, to bear the brunt of the fighting, with infantry held in reserve to counter-attack enemy infantry which threatens to overrun the Land Raiders.

A mobile reserve of a dedicated tank hunter (here it is a Predator Annihilator), is only released once this attack is confirmed as the main enemy force, and moves forward into a pre-prepared firing position (such as a tank scrape), with good fields of fire to engage the advancing enemy.


ORK ATTACK
1. Forward unit, dug-in
2. Forward unit, dug-in
3. Dug-in
4. Infantry reserve
5. Tank-hunter as mobile reserve moving forwards as attack intensifies
6. Pre-prepared firing position to cover forward units
7. Infantry in cover awaiting to counter-attack any supporting enemy infantry threating the forward units

COMBAT FORMATION

Defence in Depth
(Ultramarines Chapter at the Battle of Arconar)



First line. Outposts. Scouts in hidden positions allow enemy to pass, then attacking from the rear.

Second line. Main line of resistance. Dismounted tactical squad in cover.

Third line. Covering line. Devastator squad providing covering fire to second line with multiple heavy weapons.

Fourth line. Counter-attack force. Tactical squads and armoured support strike into the main defence zone.

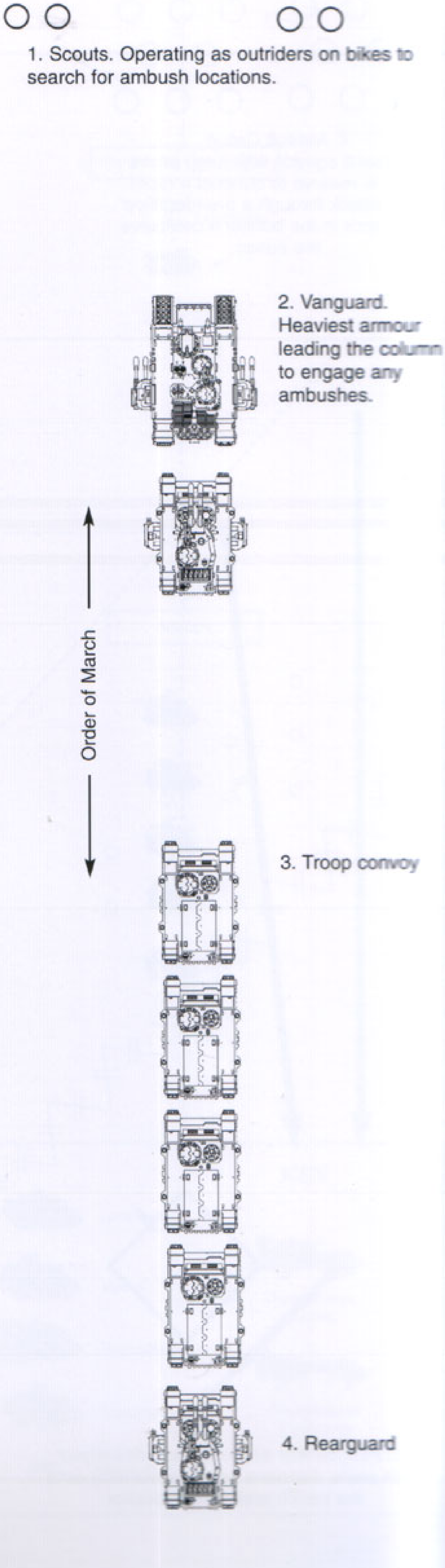
Fifth line. Mobile reserve. Other units held in reserve and released to intercept an enemy breakthrough or engage the strongest enemy attack.

The defence in depth used a thin screen of dismounted infantry, aided by covering fire from heavy weapons, to delay the enemy for the rapid arrival of the counter-attacking forces. The counter-attack combined with the outpost units rising from hiding to attack from the rear were enough to take the initiative back for the Ultramarines and halt the attack in the main defence zone.

A small enemy force that broke through the main defence zone was quickly intercepted by the mobile reserve and destroyed.

COMBAT FORMATION

Troop Convoy Protection
(Marauders Chapter. Relief of Ferax Hive)

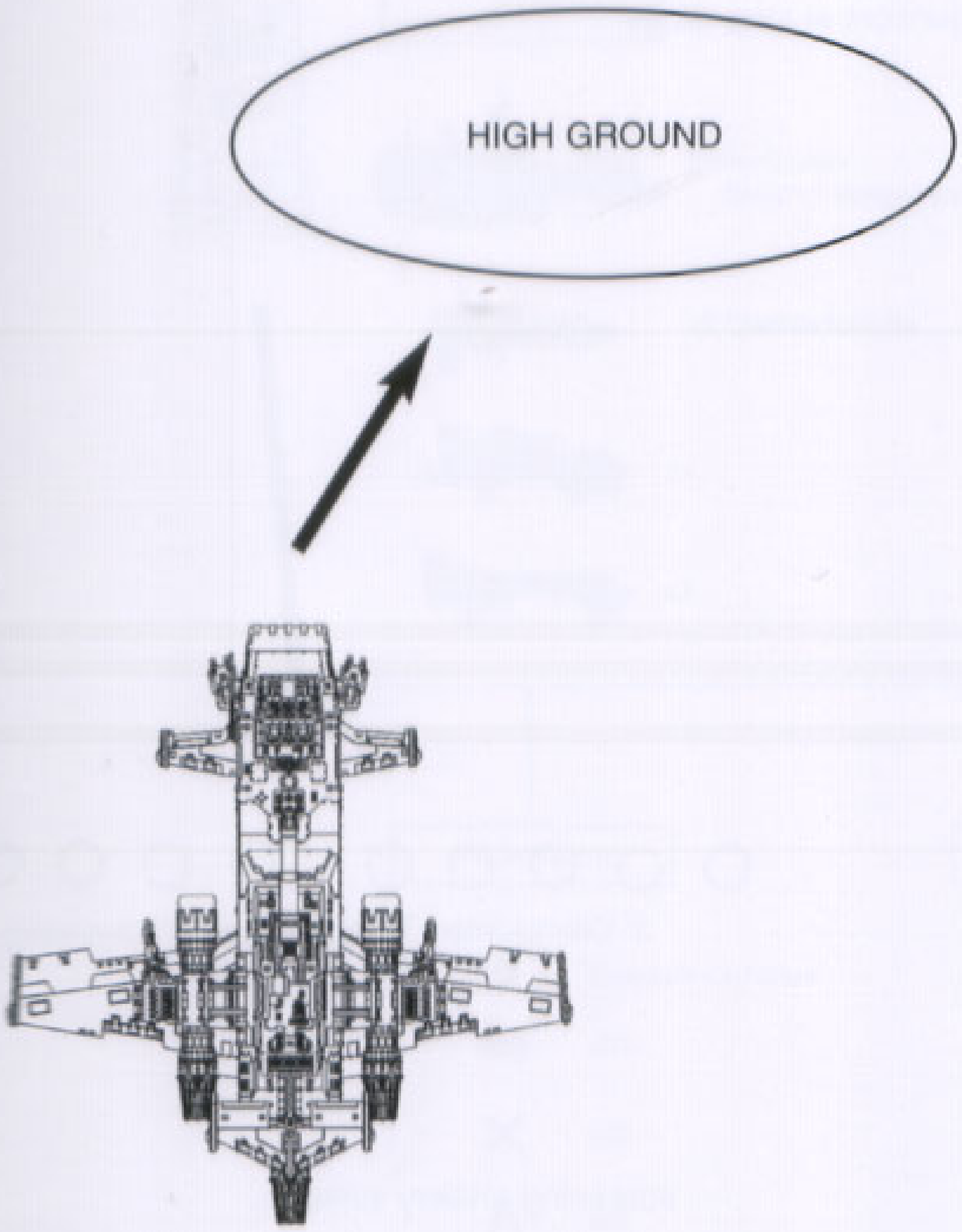


1. Scouts. Operating as outriders on bikes to search for ambush locations.

2. Vanguard. Heaviest armour leading the column to engage any ambushes.

3. Troop convoy

4. Rearguard



5. Air Cover. Thunderhawk strike force captures high ground and establishes a firebase to cover the convoy's advance.

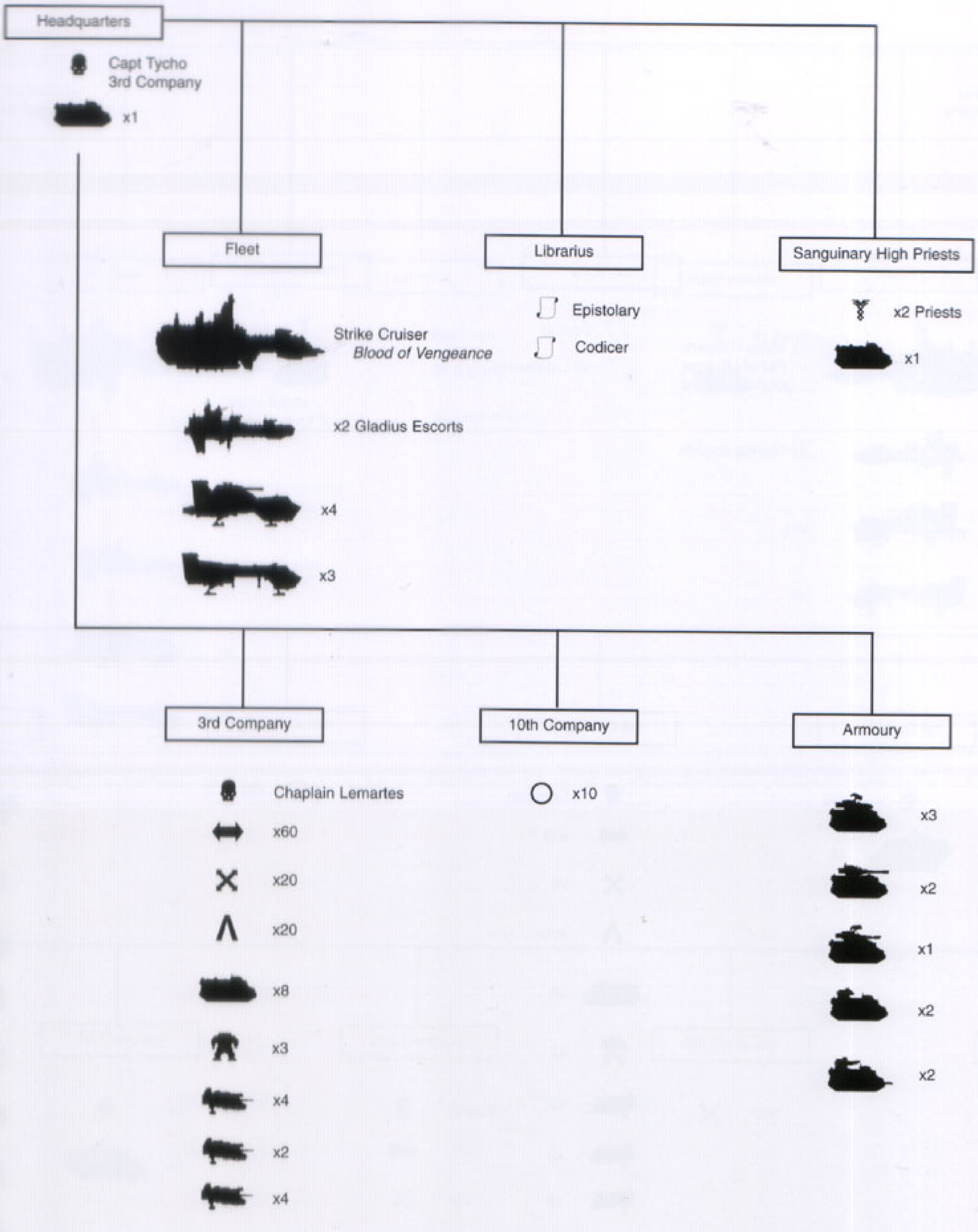
The Marauders Chapter were faced with having to move a column of armoured vehicles through treacherous, mountain terrain held by enemy guerilla forces. Restricted to a single road, the Chapter used Scouts on bikes as outriders to detect and spring ambushes, which could then be destroyed by the heavy armour of the convoy vanguard.

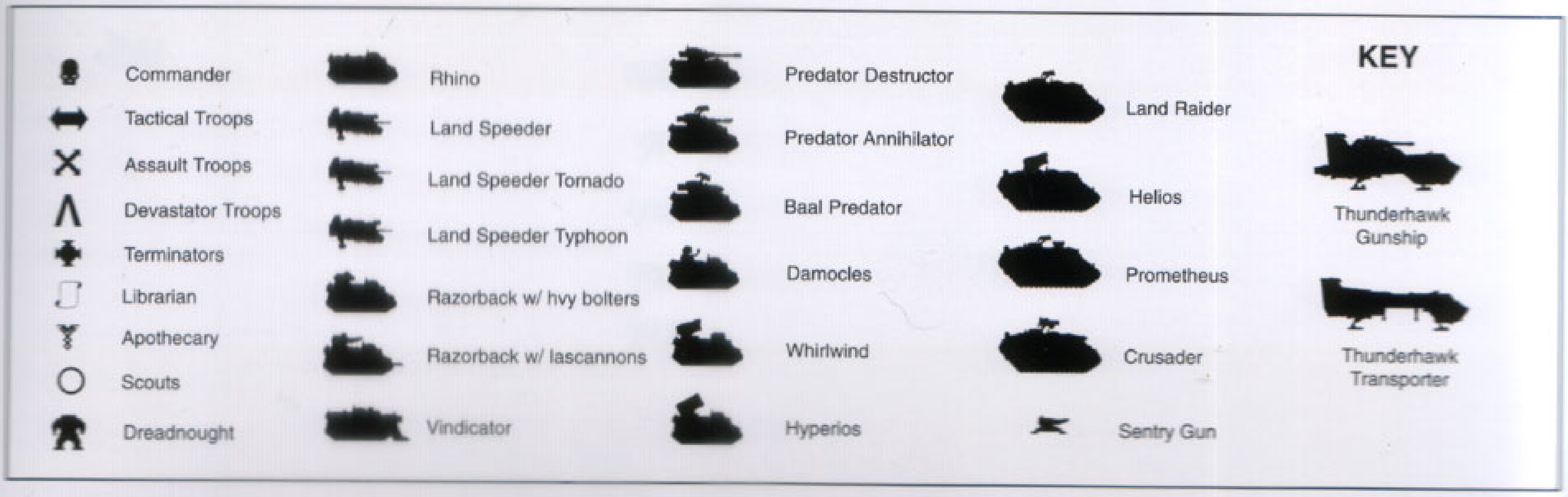
Available air cover was used to captured the highest points on the march route and Devastator squads then established a firebase to covered the advance with long range fire. This firebase was repeatedly moved forwards to provide the more vulnerable Rhinos with a constant umbrella of protective heavy weapons fire.

A difficult and slow operation saw 9 out of 10 vehicles reach Ferax Hive intact.

UNIT ORGANISATION

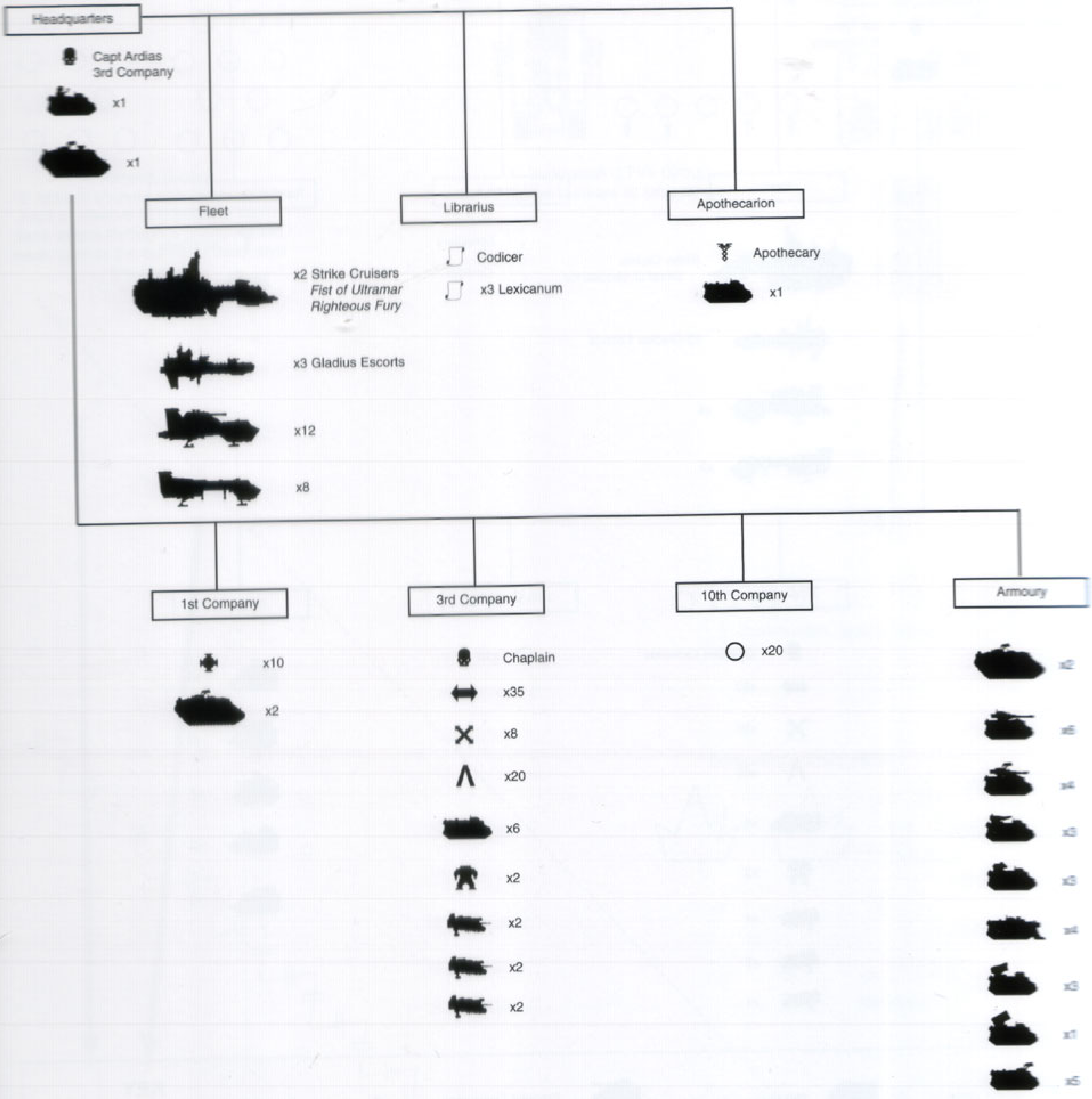
Blood Angels Chapter, 3rd Company Task Force, 3rd Armageddon War


Headquarters
Capt Tycho
3rd Company
x1
Fleet
Strike Cruiser
Blood of Vengeance
x2 Gladius Escorts
x4
x3
Librarius
Epistolary
Codicer
Sanguinary High Priests
x2 Priests
x1
3rd Company
Chaplain Lemartes
x60
x20
x20
x8
x3
x4
x2
x4
10th Company
x10
Armoury
x3
x2
x1
x2
x2


KEY
Commander
Tactical Troops
Assault Troops
Devastator Troops
Terminators
Librarian
Apothecary
Scouts
Dreadnought
Rhino
Land Speeder
Land Speeder Tornado
Land Speeder Typhoon
Razorback w/ hvy bolters
Razorback w/ lascannons
Vindicator
Predator Destructor
Predator Annihilator
Baal Predator
Damocles
Whirlwind
Hyperios
Land Raider
Helios
Prometheus
Crusader
Sentry Gun
Thunderhawk Gunship
Thunderhawk Transporter

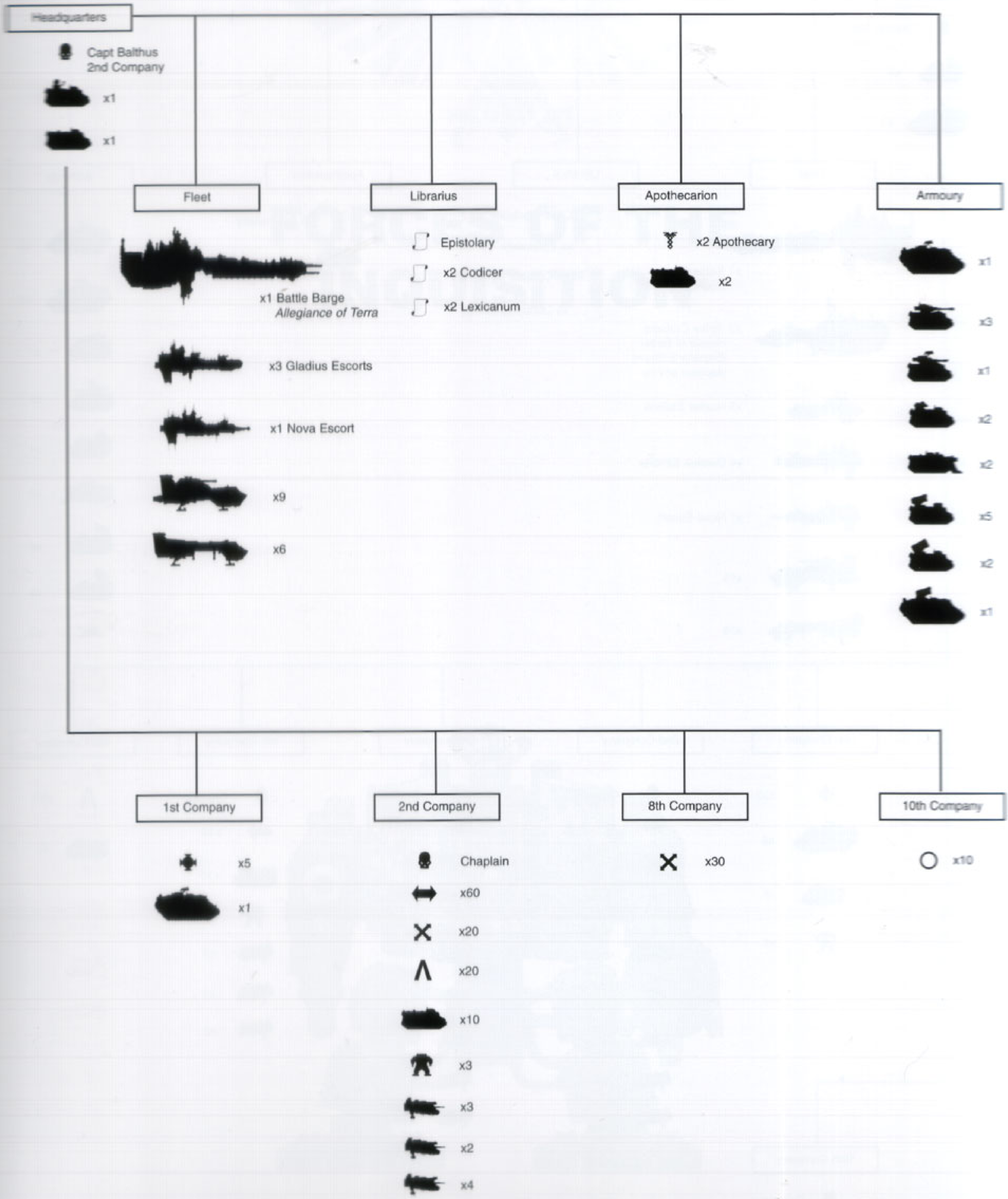
UNIT ORGANISATION

Ultramarines Chapter, Joran IV Retaliation Force


Headquarters
Capt Ardias
3rd Company
x1
x1
Fleet
x2 Strike Cruisers
Fist of Ultramar
Righteous Fury
x3 Gladius Escorts
x12
x8
Librarius
Codicer
x3 Lexicanum
Apothecarion
Apothecary
x1
1st Company
x10
x2
3rd Company
Chaplain
x35
x8
x20
x6
x2
x2
x2
x2
10th Company
x20
Armoury
x2
x6
x4
x3
x3
x4
x3
x1
x5

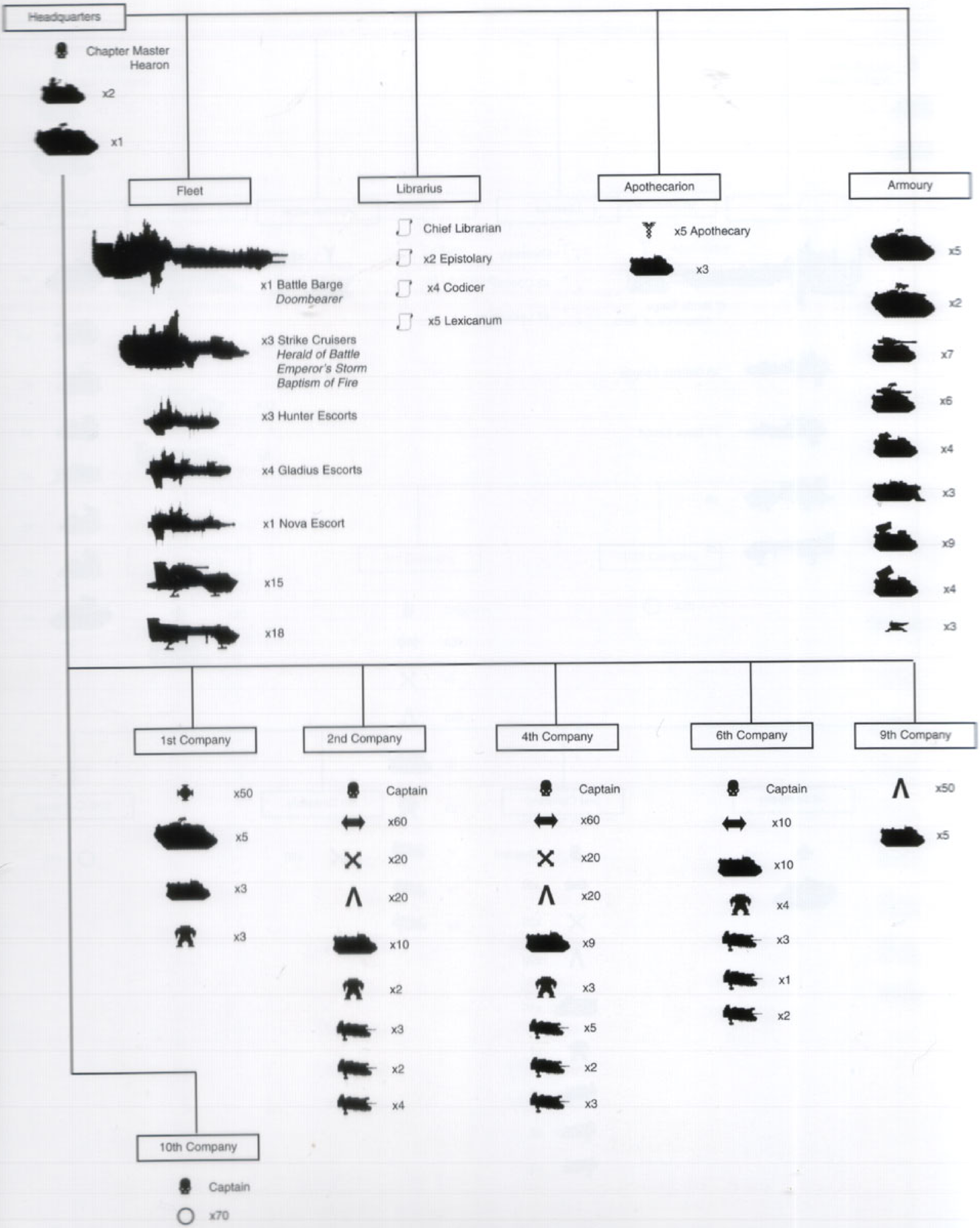
UNIT ORGANISATION

Warmongers Chapter, Jakal II Intercept Force

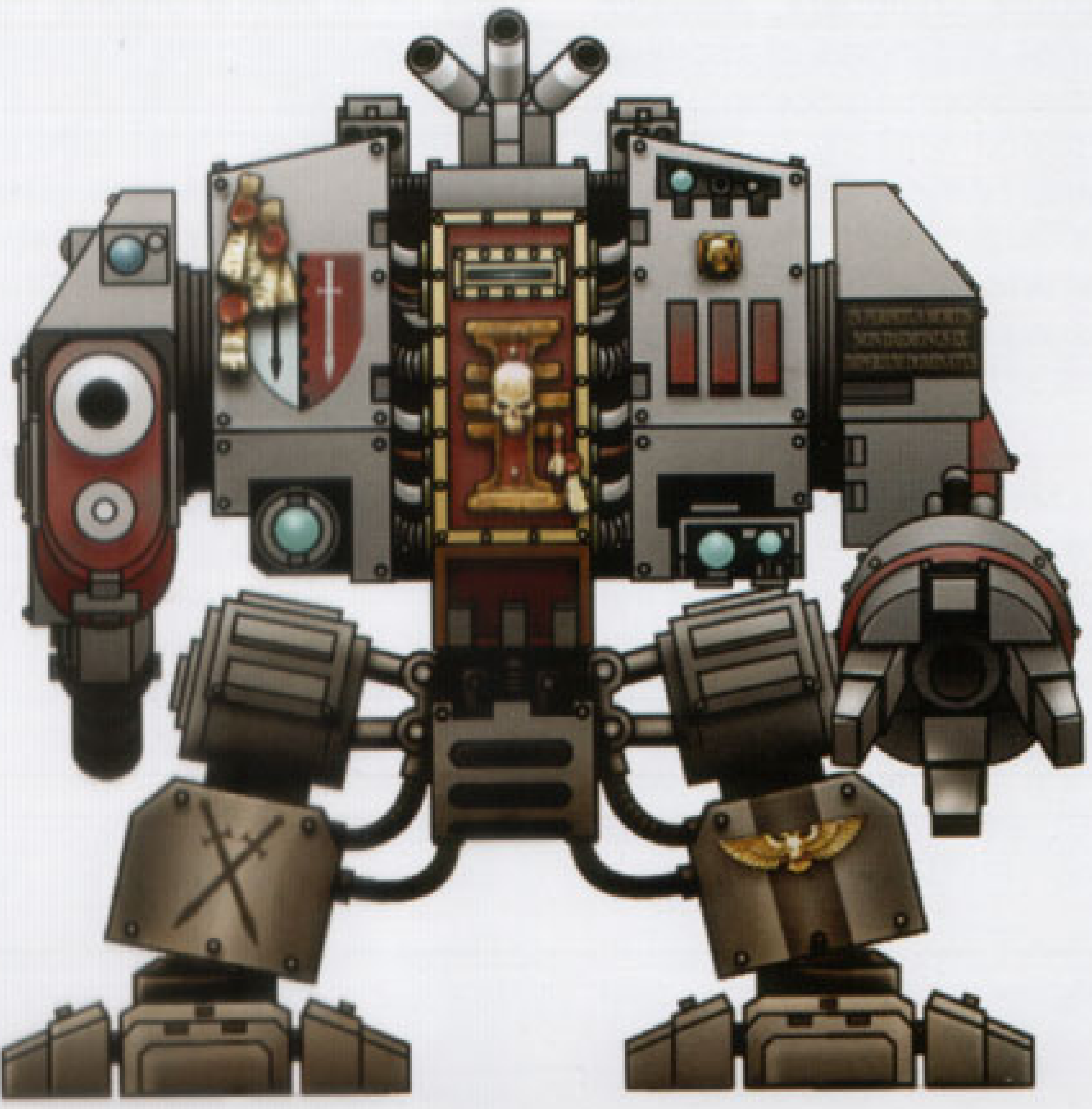

Headquarters
Capt Balthus
2nd Company
x1
x1
Fleet
x1 Battle Barge
Allegiance of Terra
x3 Gladius Escorts
x1 Nova Escort
x9
x6
Librarius
Epistolary
x2 Codicer
x2 Lexicanum
Apothecarion
x2 Apothecary
x2
Armoury
x1
x3
x1
x2
x2
x5
x2
x1
1st Company
x5
x1
2nd Company
Chaplain
x60
x20
x20
x10
x3
x3
x2
x4
8th Company
x30
10th Company
x10

UNIT ORGANISATION

Doom Eagles Chapter, Defence of the Cadian Gate, 13th Black Crusade


Headquarters
Chapter Master Hearon
x2
x1
Fleet
x1 Battle Barge
Doombearer
x3 Strike Cruisers
Herald of Battle
Emperor's Storm
Baptism of Fire
x3 Hunter Escorts
x4 Gladius Escorts
x1 Nova Escort
x15
x18
Librarius
Chief Librarian
x2 Epistolary
x4 Codicer
x5 Lexicanum
Apothecarion
x5 Apothecary
x3
Armoury
x5
x2
x7
x6
x4
x3
x9
x4
x3
1st Company
x50
x5
x3
x3
2nd Company
Captain
x60
x20
x20
x10
x2
x3
x2
x4
4th Company
Captain
x60
x20
x20
x9
x3
x5
x2
x3
6th Company
Captain
x10
x10
x4
x3
x1
x2
9th Company
x50
x5
10th Company
Captain
x70

FORCES OF THE INQUISITION



MkV Dreadnought of the Grey Knights Chapter. This is former Grand Master Orias, interred into his Dreadnought armour in M.39 after his duel with the Daemon Prince Herperitus, Plague Lord of the Death Guard.

FORCES OF THE INQUISITION, GREY KNIGHTS & SISTERS OF BATTLE

Shrouded in secrecy the Orders of the Emperor's Holy Inquisition are tasked with the duty of leading Mankind's struggle against its most dangerous enemies, both from outside the Imperium and from within.

The Ordo Hereticus protect Mankind against the emergence of dangerous pyskers and police the Ecclesiarchy to prevent the Imperial Creed being corrupted by heresy. The Ordo Malleus are daemon hunters and Chaos fighters, seeking out cults of the dark Gods which would overthrow the Emperor's rule. The Ordo Xenos are alien hunters, defending Mankind against the threat of alien domination.

To fight their battles the Inquisitors have many powers and access to forbidden knowledge and arcane technology denied to others. Inquisitor Lords are amongst the most powerful men in the Imperium. Bearing an Inquisitorial Mandate they can question anybody, investigate crimes and seek out those who they deem are failing in their duty to the Emperor. Every citizen, from Planetary Governors and Imperial Guard Colonels down to the lowest Administratum menial worker, can be requisitioned to aid an Inquisitor in his mission.

An Inquisitor cannot do all this work alone. Each requires aid, and most are accompanied by a retinue of specialists, such as interrogators, sages, lexmechanics, servitors and veteran guardsmen seconded (often permanently) to his service. This retinue provide him with the technical back up and extra firepower he needs to fulfil his missions. Often, when the enemy is greater in strength than the Inquisitor and his retinue can deal with, he must requisition other fighting forces to aid him. These can be drawn from a number of sources.

The first source is from an Inquisitorial fortress. These fortresses (some secret, others well known) are scattered across the Imperium and act as a base of operations for the Inquisitorial orders. They house prison cells, torture chambers, research labatories, defensive bastions, armouries and stores of supplies. Each fortress is guarded by Inquisitorial Storm Troopers. These Storm Troopers are trained and equipped similarly to Imperial Guard Storm Trooper Companies, with Rhinos, Chimeras and Valkyries to provide Inquisitors with a core of well-trained, well-equipped troops should he need them. A fortress will maintain an armoury of vehicles, and these are issued to the Storm Troopers or can be issued directly to the Inquisitor himself, as a personal transport for him and his retinue.

The second source are the Chambers Militant. Each Inquisitorial Order also has an associated Chamber Militant. These provide a pool of elite military forces they can draw upon at need. For the Ordo Hereticus it is the Adepta Sororitas, the holy Sisters of Battle. For the Ordo Malleus it is the awesome Grey Knights, an entire Chapter of Space Marines dedicated to combating daemons. For the Ordo Xenos it is the Deathwatch, an order recruited from many Space Marine Chapters to guard against dangerous aliens. Each of the Chambers Militant provide their own fighting vehicles.

Grey Knights. As a Space Marine Chapter the Grey Knights rely upon many of the same vehicles as their brother Space Marines. The one major difference is the Grey Knights wide access to arcane and dangerous teleport technology. Most Chapters maintain teleporters, but all Grey Knight strike cruisers are equipped with teleporters as standard, to allow squads to react instantly to daemonic incursions, teleporting into the location to neutralise the threat. Once deployed to a planet surface Grey Knights are usually transported in Land Raiders. The Chapter maintains a large armoury of Land Raiders at its base on Titan and takes special care to ward them against daemonic possession. The Machine Spirits of the vehicles are blessed, and a vehicle's sacred hull is covered in potent scriptures, purity seals, icons of faith, wards and sigils which daemons find repellent. Like other Chapters, great heroes of the Grey Knights are entombed within Dreadnoughts, to fight on despite terrible wounds. Grey Knight Dreadnoughts are also specially consecrated to fight daemons with purity seals and hulls engraved with prayers to protect the hero's soul from the horrors of the Warp he must face.

The Adepta Sororitas. The Sisters of Battle act as the de-facto Chamber Militant of the Ordo Hereticus, but are actually under the governorship of the Ecclesiarchy. The Orders Militant of the Ecclesiarchy's (to give them their full title) day-to-day duties are defending the Cardinal Diocesis' which cover the entire Imperium. Pilgrims must be defended, cathedrals and shrines garrisoned and great lords of the Ecclesiarchy protected. Scattered across the Imperium, based in Convents and Preceptories, the six major Orders and many lesser Orders of the Adepta Sororitas are ideal for reacting to requests for assistance from Ordo Hereticus Inquisitors.

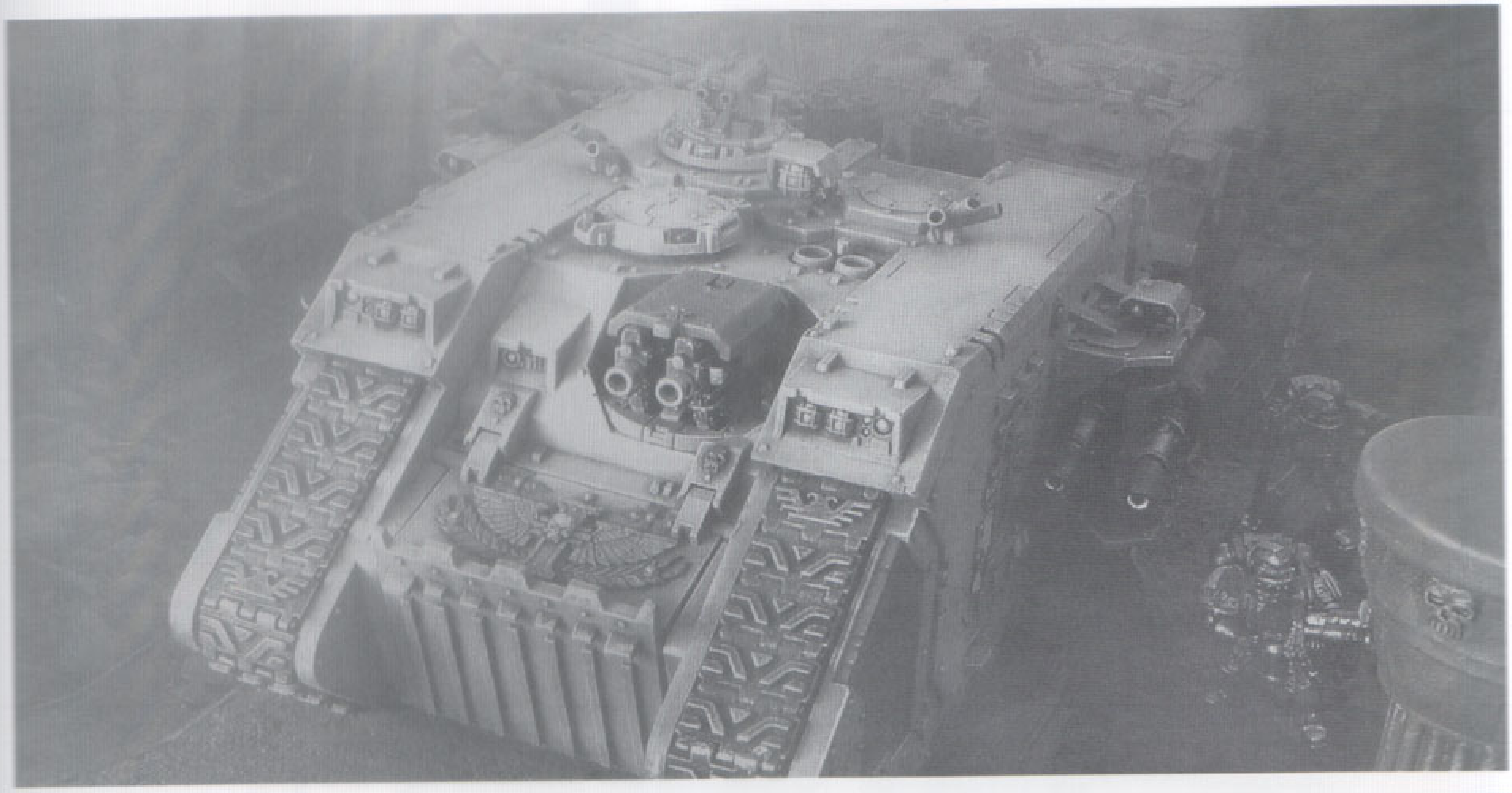
Each Preceptory, or smaller Commandery, will maintain a number of vehicles to transport and support its Sisters in combat. Many are unique to the Adepta Sororitas, although most are based upon the Rhino's reliable chassis. The Immolator and Exorcist are used exclusively by the Sisters for battlefield support. Both are arcane STC designs, manufactured exclusively for, and jealously guarded by, the Ministorum.

Deathwatch. Deathwatch Xenos kill-teams are drawn from many Space Marine Chapters. Those Chapters which owe service to the Ordo Xenos provide the manpower. Each is a hand picked champion of his Chapter, temporarily seconded to the Deathwatch. In this way a Deathwatch squad will be made of battle brothers from different Chapters. An Ultramarine will be fighting alongside an Imperial Fist, Space Wolf or White Consul. When these squads need transport it is provided from a Chapter's armoury, so Rhinos, Razorbacks and Land Raiders are all available to the Deathwatch.

The third source of fighting men for an Inquisitor in need is locally requisitioned forces. By the power of the immortal Emperor of Mankind invested in each Inquisitor, he can demand that local Imperial Guard and Planetary Defence Forces aid him. Very few Imperial Guard commanders would dare to oppose an Inquisitor's will, and risk his wrath. Once inducted into the Inquisition's service the troops fight under the leadership of the Inquisitor, their regular commanders are now subservient to the Inquisitor's wishes. Inducted Imperial Guardsmen must fight equipped with the weapons and vehicles they already have, they do not generally have access to the armouries of the Inquisition.

The emergency powers to induct fighting forces are not restricted to the Imperial Guard, they also extend to the Adeptus Astartes. Space Marine Chapters have long associations with the Inquisition, and are honour bound to respond to a request for aid by ancient oaths of service. The wise Inquisitor will not abuse this power, and will only look to the Space Marines in the event of some dire emergency that the Chamber Militant cannot respond to in time. When called the Space Marines have the full resources of their Chapter armoury to call upon.

INQUISITORIAL LAND RAIDER



LAND RAIDER	Points	Front Armour	Side Armour	Rear Armour	BS
Land Raider	250	14	14	14	4

Thought for the day:
Our enemies are mortal no longer.
Face them squarely and without
flinching from duty. Mercy for such
as them is self-deception

Type: Tank

Crew: Tech Priests

Weapons: The Land Raider is armed with twin-linked lascannons in each sponson and forward firing twin-linked heavy bolters mounted in the hull.

Options: An Inquisitor's Land Raider may be given any of the following from Codex: Daemon Hunters or Codex: Witch Hunters, dozer-blade, extra armour, hunter-killer missile, pintle-mounted storm bolter, searchlight, smoke launchers.

The Land Raider's twin-linked heavy bolters may be upgraded to an AA mount for +10 pts

Transport: The Land Raider can carry up to ten models. It may not carry models with jump packs. A model in Terminator armour counts as two passengers.

Transport Option: The Land Raider is a Transport choice for an Inquisitor and his retinue.

Access Points: 3. The Land Raider has two side doors and a front ramp, any of which can be used as access points by the passengers.

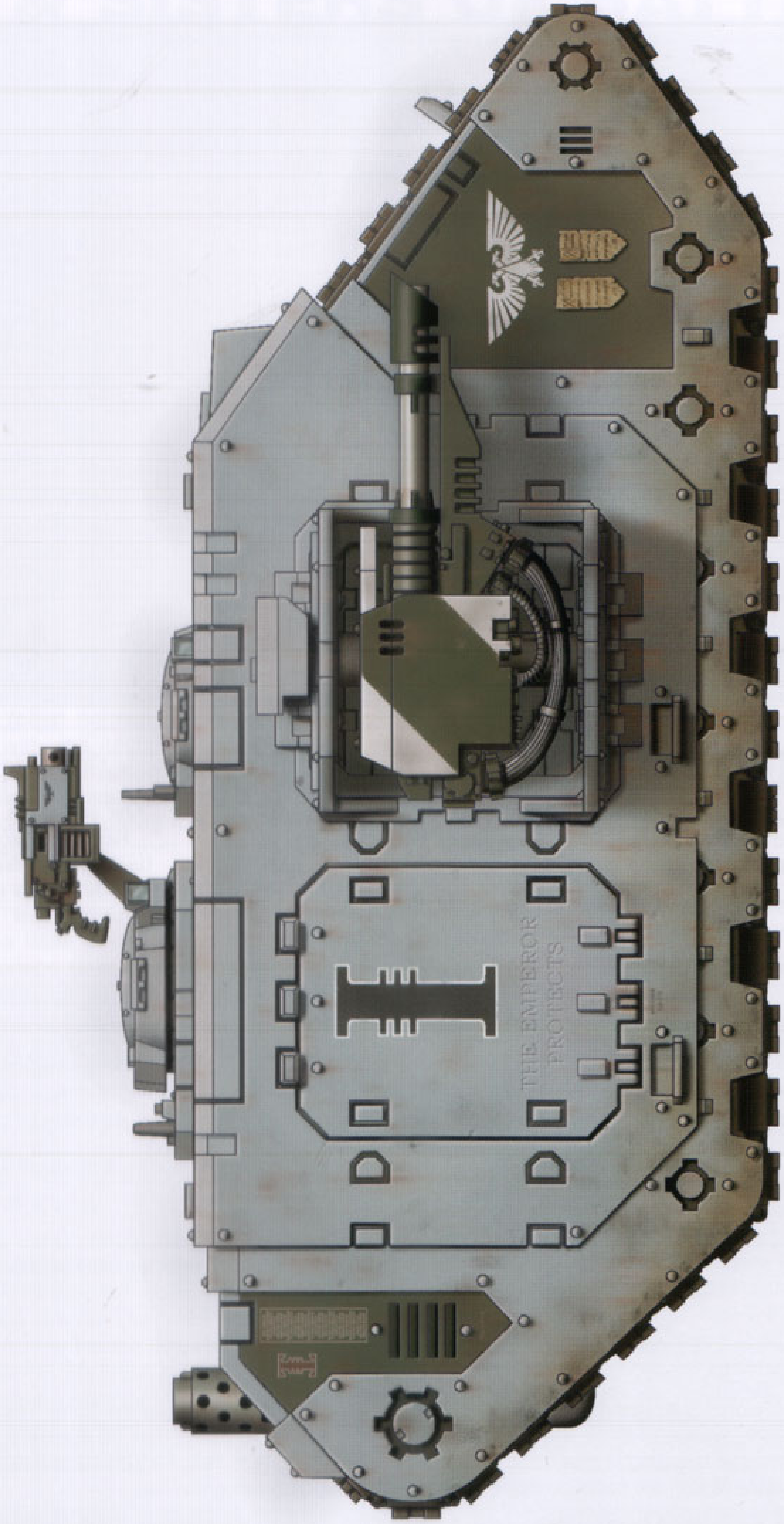
Fire Points: 0

SPECIAL RULES

Fire Control: The Tech Priest gunner is assisted in selecting and targeting the enemy by the Machine Spirit. The Land Raider may always fire one additional weapon system to those it would normally be able to fire. This shot may be against a different target to that engaged by the crew. Automatic targeting is less accurate than if directed by a Tech Priest and is conducted with BS2. If crew are stunned or shaken and unable to fire, the Machine Spirit may still fire a weapon using this rule.

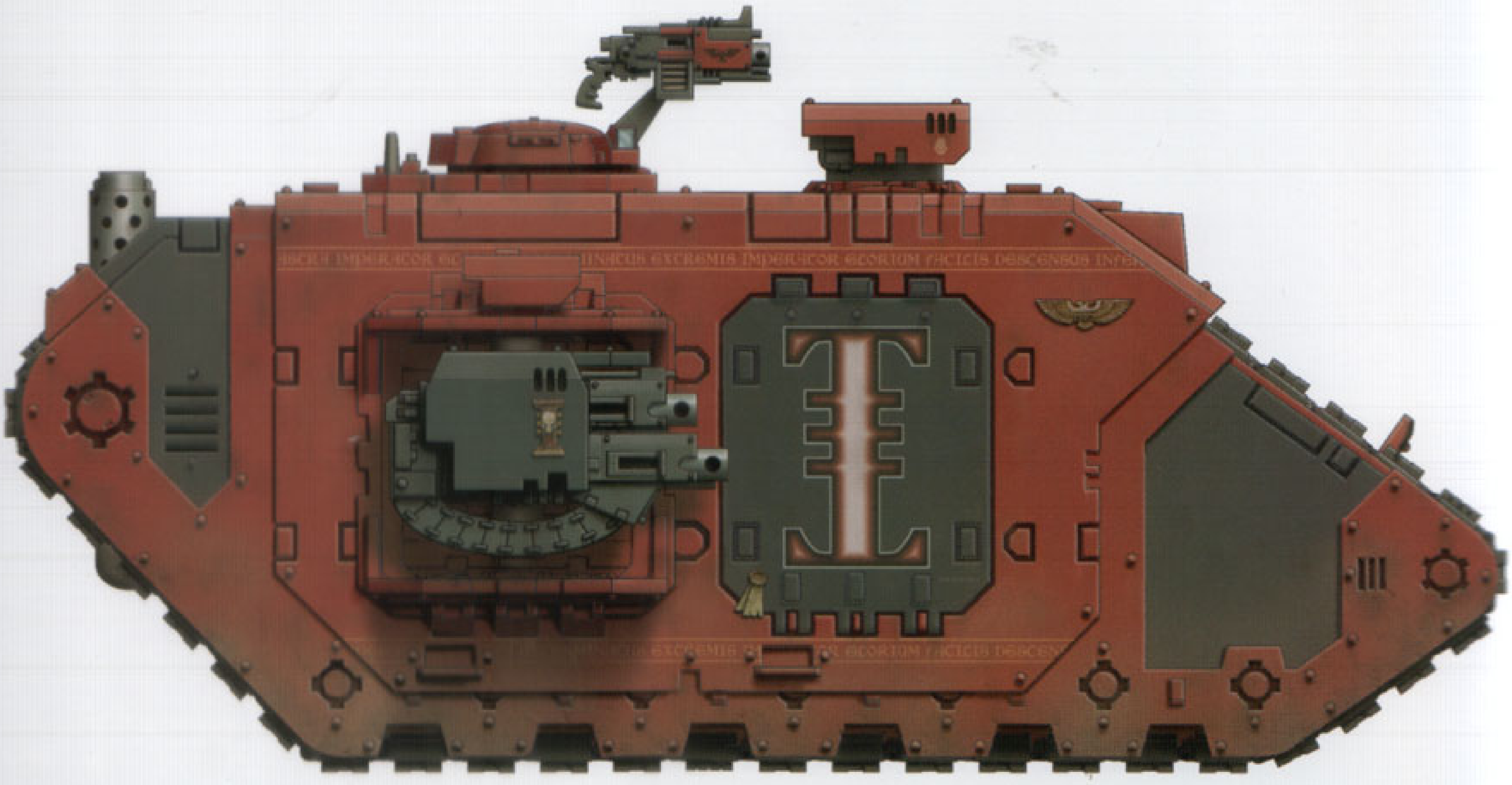
Deus Ex Machina: If the crew are stunned and unable to direct the Land Raider, then the Machine Spirit will take over temporarily. The Land Raider may be moved directly forward (yes, this means a straight line) up to its maximum move.

The Land Raider is fully submersible to 36.57m. This doesn't mean that it won't throw a track on a reef or get bogged down in a river bed so they are immobilised as normal by difficult terrain.


THE EMPEROR PROTECTS

MkV Land Raider transport of Ordo Malleus Inquisitor Malphas Kroh from the Garanhir Rebellion.

INQUISITORIAL LAND RAIDER
PROMETHEUS



Mk V Land Raider Prometheus of Inquistor Galleus from the Zarona Intervention.

LAND RAIDER PROMETHEUS

	Points	Front Armour	Side Armour	Rear Armour	BS
Prometheus	270	14	14	14	4

Thought for the day:
The path of righteousness
leads to the palace of wisdom

Type: Tank

Crew: Tech Priests

Weapons: The Prometheus is armed with two twin-linked heavy bolters in each sponson and a pintle-mounted storm-bolter.

Options: An Inquisitor's Land Raider Prometheus may be given any of the following from Codex: Daemon Hunters or Codex: Witch Hunters: dozer-blade, extra armour, hunter-killer missile, pintle-mounted storm bolter, searchlight, smoke launchers.

Transport: The Land Raider Prometheus can carry up to ten models. It may not carry models with jump packs. A model in Terminator armour counts as two passengers.

Transport Option: The Land Raider is a Transport option for an Inquisitor and his retinue.

Access Points: 3. The Land Raider has two side doors and a front ramp.

Fire Points: 0

SPECIAL RULES

Fire Control: The Tech Priest gunner is assisted in selecting and targeting the enemy by the Machine Spirit. The Land Raider may always fire one additional weapon system to those it would normally be able to fire. This shot may be against a different target to that engaged by the crew. Automatic targeting is less accurate than if directed by a Tech Priest and is conducted with BS2. If crew are stunned or shaken and unable to fire, the machine Spirit may still fire a weapon using this rule.

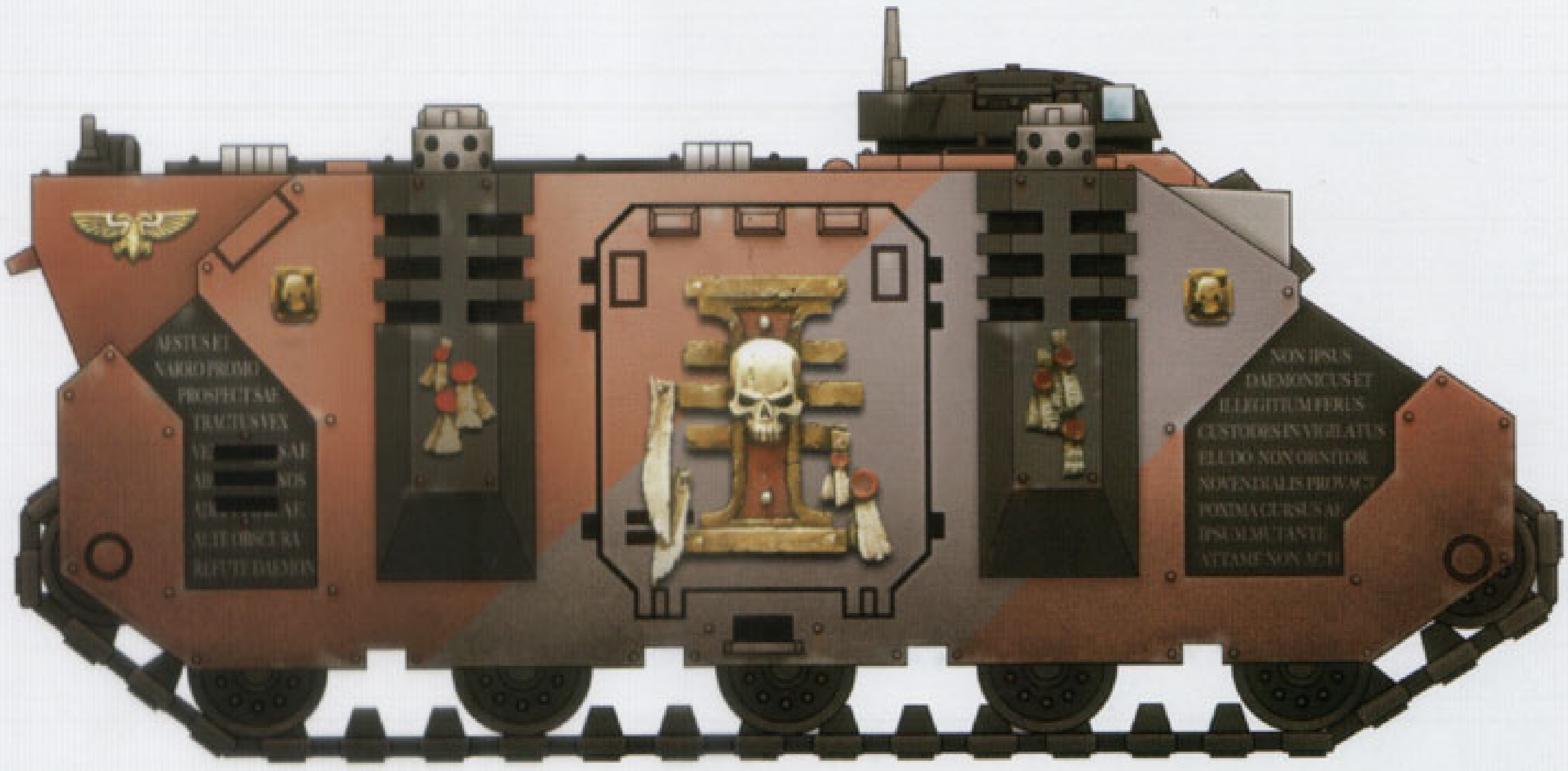
Deus Ex Machina: If the crew are stunned and unable to direct the Land Raider, then the Machine Spirit will take over temporarily. The Land Raider may be moved directly forward (yes, this means a straight line) up to its maximum move.

The Land Raider is fully submersible to 36.57m. This doesn't mean that it won't throw a track on a reef or get bogged down in a river bed so they are immobilised as normal by difficult terrain.

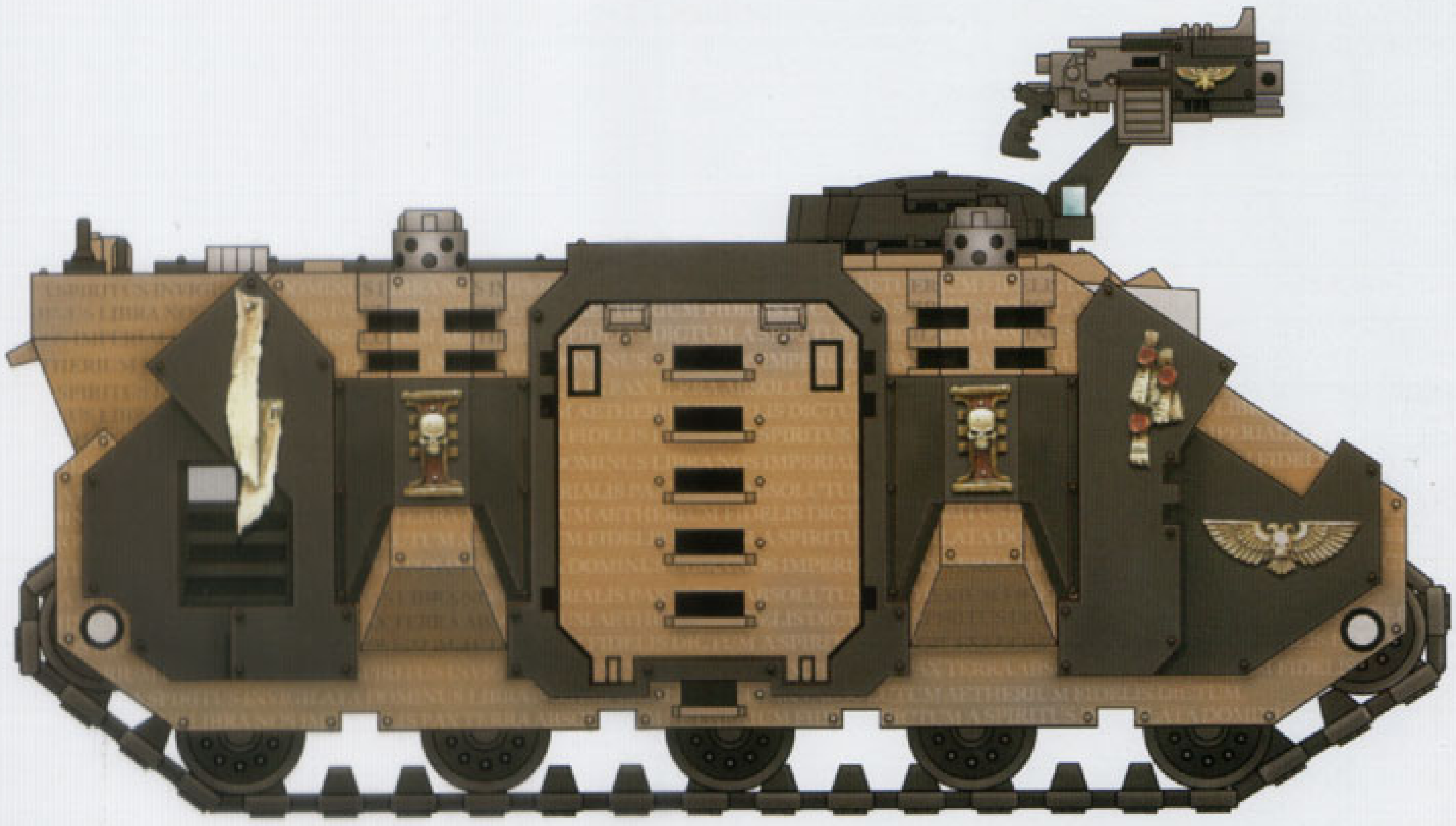
Improved Comms: The Prometheus is always equipped with extra sensors and communications equipment. The Prometheus is always equipped with improved comms. The Inquisitor player may re-roll one Reserve roll per turn.

Above: The First Scouring of Coriolanthe. Inquisitor Lord Naburus Baum and forces of the Grey Knights Chapter lead the assault against heretic forces of the Night Lords and Titans of a unidentified Traitor legion. This Land Raider is the personal transport of Inquisitor Baum and his retinue, seen here during the height of the fighting when two enemy Warhound Titans counter-attacked. Savage fighting resulted in the Inquisitor's death and the loss of most of the Grey Knights Strike force, as well as the destruction of both Titans.

INQUISITORIAL RHINO



Rhino of Ordo Malleus Inquisitor Hector Rex. This vehicle is the Inquisitor's transport for his retinue and himself. It bears the many icons and purity seals common to Inquisition vehicles, and the Crux Terminatus badge. Note the vehicle is not currently armed as it is being used for ceremonial duties.



Rhino belonging to Ordo Hereticus Inquisitor Halen Jentz. This Rhino has reinforced armour. Under the armour plates the hull has been blessed with the words of the 'Sacraments Diablos' engraved over it. Jentz' scribe has illuminated a copy of his Inquisitorial Mandate and pinned it to the rear of the vehicle. It was from this vehicle that Inquisitor Jentz led the Second Abonian Genoside.

RHINO	Points	Front Armour	Side Armour	Rear Armour	BS
Rhino	50	11	11	10	4

Thought for the day:
The heretic shall reap as he has
sown – the bitter harvest of
vengeance and death

Type: Tank

Crew: Storm Troopers

Weapons: The Rhino is armed with a storm bolter.

Options: The Rhino may be given any of the following from the Codex: Daemon Hunters or Codex: Witch Hunters: dozer-blade, extra armour, hunter-killer missile, pintle-mounted storm bolter, searchlight, smoke launchers.

Transport: The Rhino can carry up to ten models. It may not carry models in Terminator armour.

Transport Option: The Rhino is a Transport choice for an Inquisitor and his retinue and Inquisitorial Storm Troopers.

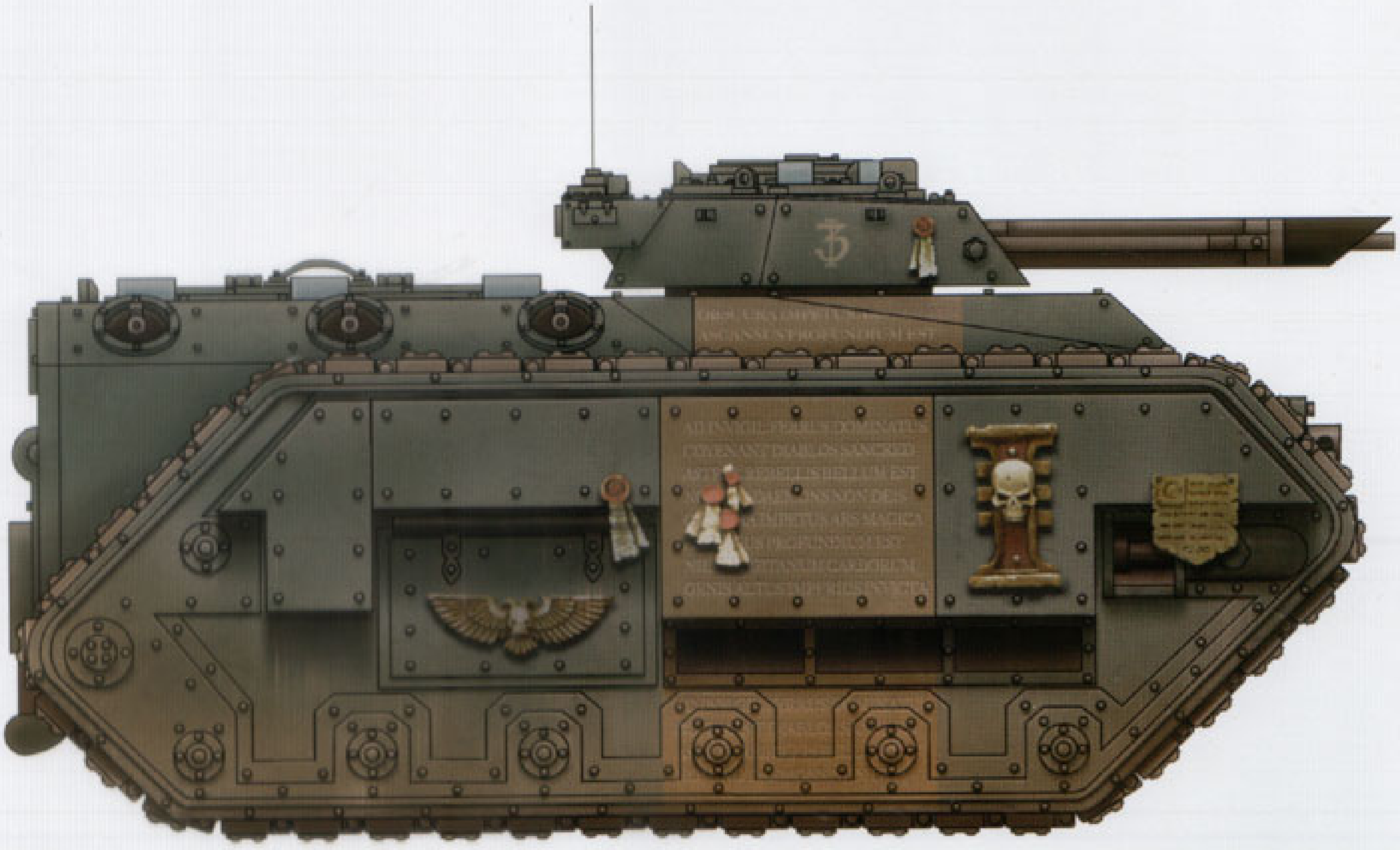
Access Points: 3. The Rhino has two side doors and a rear ramp, any of which can be used as access points by the passengers.

Fire Points:1

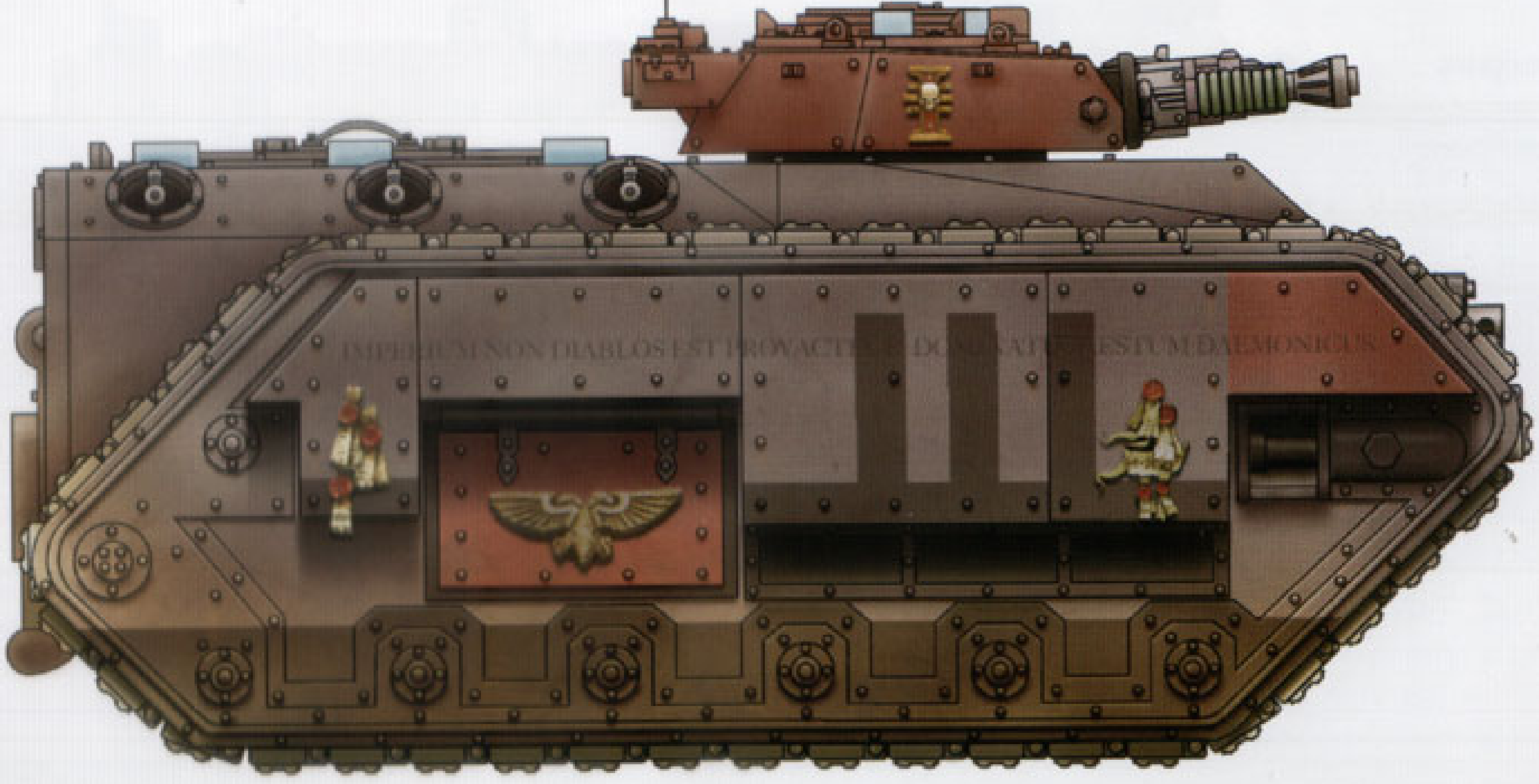
SPECIAL RULES

Reliable Engines: The Rhino is famously tough and reliable. If a Rhino is immobilised then in subsequent turns the driver may attempt to effect a temporary repair instead of shooting. Roll a D6 in the Shooting phase and on a 6 the vehicle is free to move. It doesn't matter how the immobilisation occured – enemy fire, difficult ground or super charged engine failure – in all cases the problem may be something easily fixed.

INQUISITORIAL CHIMERA



A Chimera armed with a multi-laser. This is an Inquisitorial Storm Troopers' vehicle in the service of Ordo Hereticus Inquisitor Tyrus, during the purging of Gladrinus VI. This vehicle is engraved with a passage from the Second Book of Ordeals.



A Chimera armed with a heavy flamer. This is an Inquisitorial Storm Troopers 'vehicle in the service of Ordo Malleus Inquisitor Lord Coteaz. This vehicle saw action during the Cleansing of Opridia, and bears a line from the 'Exorcism Deus Abominatus'.

CHIMERA

	Points	Front Armour	Side Armour	Rear Armour	BS
Chimera	70 + weapons	12	10	10	3

Thought for the day:
Humanity is an ocean; if a few
drops of the ocean are polluted,
then the ocean is tainted

Type: Tank

Crew: Imperial Guard

Weapons: A Chimera must be armed with a turret-mounted weapon from the following: multi-laser at +10 pts; heavy bolter at +10 pts; heavy flamer at +10 pts; autocannon at +15 pts; twin-linked heavy bolters at +15 pts. It may also be armed with either a hull-mounted heavy bolter or heavy flamer for +5 pts.

Options: The Chimera may be given any of the following from Codex: Daemon Hunters or Codex: Witch Hunters: dozer-blade, extra armour, hunter-killer missile, pintle-mounted storm-bolter, searchlight, smoke launchers.

Transport Option: The Chimera is a Transport option for an Inquisitor and his retinue and Inquisitorial Storm Troopers.

SPECIAL RULES

Transport Vehicle: A Chimera can carry up to twelve models. It is always taken as a transport upgrade for another unit and may only transport the unit it was bought for. Independent characters that join a unit with a Chimera may also travel in it.

Fire Points: The Chimera is fitted with mountings for six hull lasguns for the passengers to use. Up to six passengers can use the hull lasguns provided. Additionally, one model may fire a weapon from the top hatch. The weapon used may be heavy, although not if the Chimera moves. Models firing from the top hatch must engage the same target as those firing the lasguns. If the hatch is used to fire from then the Chimera counts as being an open topped vehicle for the rest of that turn and all the opponent's subsequent turn.

Access Points: Units being transported enter and exit via the access ramp at the back of the hull.

Amphibious: Chimeras are amphibious vehicles that can move over water. This capability means that they treat water features (such as rivers, streams, lakes and seas) as clear terrain when they move.

OTHER IMPERIAL ARMOUR UNITS IN INQUISITORIAL ARMIES

"In the name of the Immortal Emperor of Mankind..."

The following Imperial Armour units can be used in a Daemon Hunters or Witch Hunters army, which also includes at least 2 Troop choices of Inducted Imperial Guard. Full rules for these vehicles can be found in Imperial Armour Volume 1.

As FAST ATTACK
0-1 Salamander Scout
0-1 Cyclops remote controlled demolition vehicle

As HEAVY SUPPORT
0-1 Leman Russ Vanquisher
0-1 Leman Russ Conqueror
0-1 Leman Russ Exterminator
0-1 Leman Russ Executioner
0-1 Thunderer Siege Tank
0-1 Medusa Siege Gun

0-1 Lightning, Thunderbolt or Vulture Gunship

INQUISITORIAL VALKYRIE

The Valkyrie airborne assault carrier is issued to Storm Trooper companies for special operations, such as insertion behind enemy lines, rescue and sabotage missions. Inquisitorial Storm Troopers are assigned to protect Inquisitorial fortresses, and are issued with the same equipment as the regular units. Valkyries allow the Storm Troopers, and the Inquisitor leading them, to become a rapid response force, racing to meet the threat of any enemy, be they daemons, heretics or dangerous aliens.

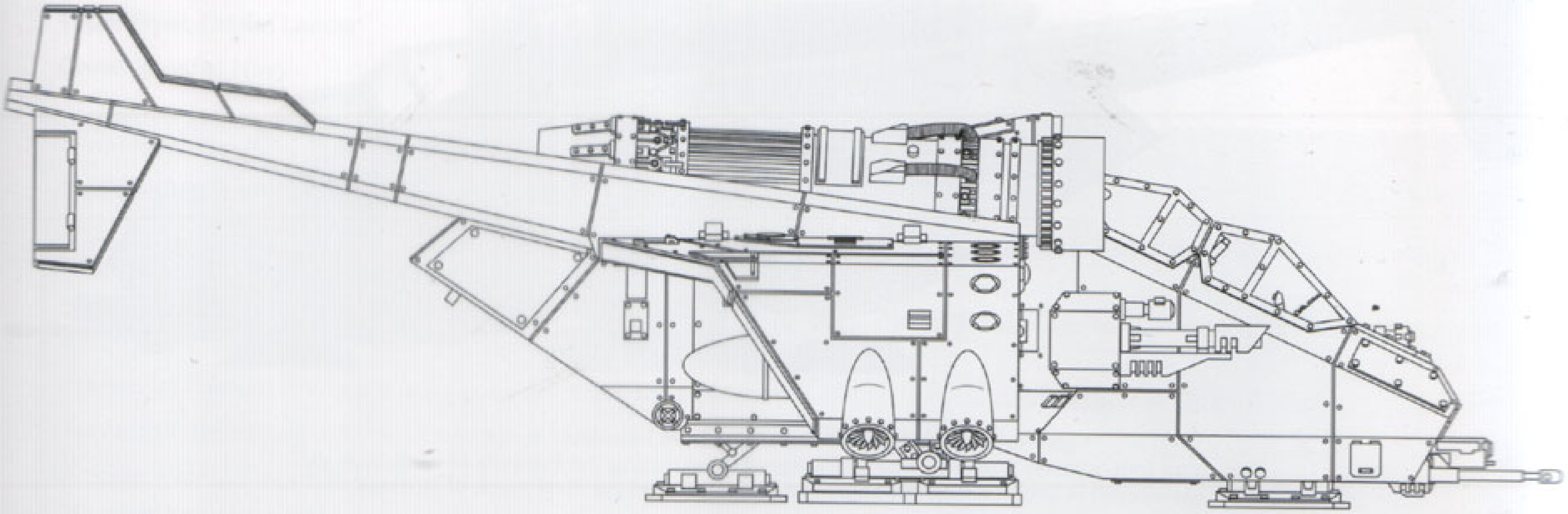
The Valkyrie utilises vector engines for vertical take off and landing, giving it very high manoeuvrability and the ability to hover by directing the engine thrust through its wing exhausts. It is an atmospheric aircraft and cannot operate in the vacuum of space, although it can be sealed against hostile environments. The Valkyrie lacks the high top speed of a true fighter aircraft, like a Lightning or Thunderbolt, but its ability to hover means passengers can be landed with great accuracy at their drop zone or on an objective.

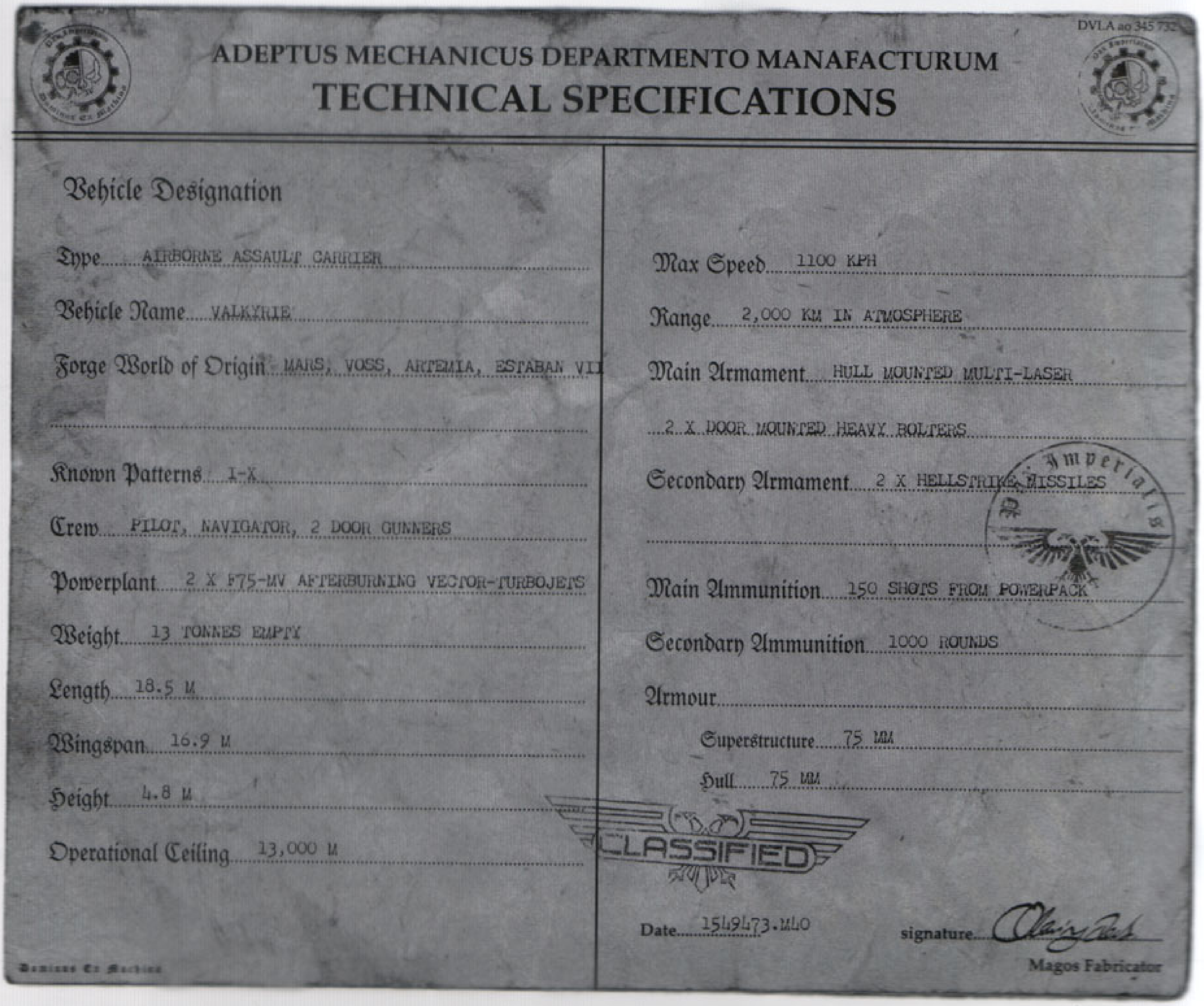
A Valkyrie is an advanced piece of hardware, containing many systems comparable with those found in Space Marine vehicles. Only a few forge worlds can manufacture them, and all those built are supplied to Storm Trooper companies or Imperial Guard 'Drop Troop' regiments. Inquisitors with their powers to induct other Imperial forces into their service have been known to take to the field in a Valkyrie, using its mobility to get them to into the thick of the battle.

As well as carrying troops, a Valkyrie can also be used to transport support equipment, such as Cyclops, Tarantula sentry guns and other heavy weapons. When carrying heavy loads or travelling over long distances, the aircraft must be equipped with fuel tanks. These replace the under wing Hellstrike missiles but give the aircraft extra versatility as a heavy lifter.

Only the very best Imperial Navy pilots fly the Valkyrie. These pilots consider themselves an elite force in their own right. They are trained for the most dangerous insertion missions behind enemy lines, night flying and manoeuvring in close confines and at very low altitudes. Each aircraft has four crew: a pilot, a co-pilot (who is also the weapons operator) and two door gunners to fire the heavy bolters.

Voss pattern Valkyrie





DVLA ao 345 732

ADEPTUS MECHANICUS DEPARTMENTO MANAFACTURUM
TECHNICAL SPECIFICATIONS

Vehicle Designation

Type: AIRBORNE ASSAULT CARRIER

Vehicle Name: VALKYRIE

Forge World of Origin: MARS, VOSS, ARTEMIA, ESTABAN VII

Known Patterns: I-X

Crew: PILOT, NAVIGATOR, 2 DOOR GUNNERS

Powerplant: 2 X F75-MV AFTERBURNING VECTOR-TURBOJETS

Weight: 13 TONNES EMPTY

Length: 18.5 M

Wingspan: 16.9 M

Height: 4.8 M

Operational Ceiling: 13,000 M

Max Speed: 1100 KPH

Range: 2,000 KM IN ATMOSPHERE

Main Armament: HULL MOUNTED MULTI-LASER

2 X DOOR MOUNTED HEAVY BOLTERS

Secondary Armament: 2 X HELLSTRIKE MISSILES

Main Ammunition: 150 SHOTS FROM POWERPACK

Secondary Ammunition: 1000 ROUNDS

Armour:

Superstructure: 75 MM

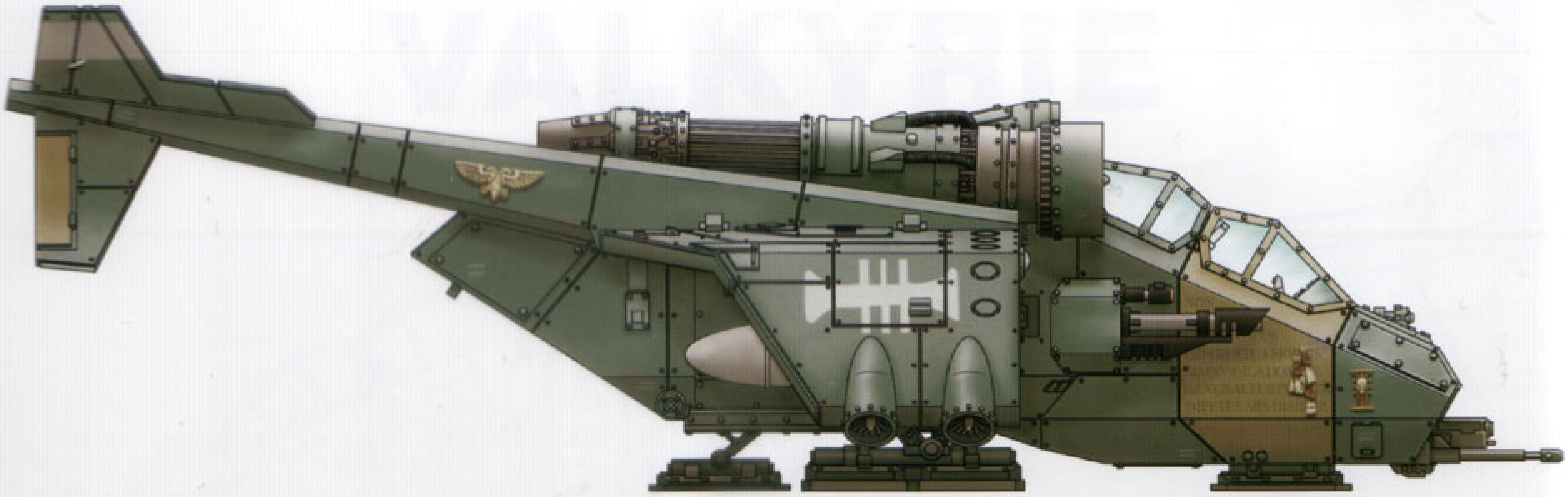
Hull: 75 MM

CLASSIFIED

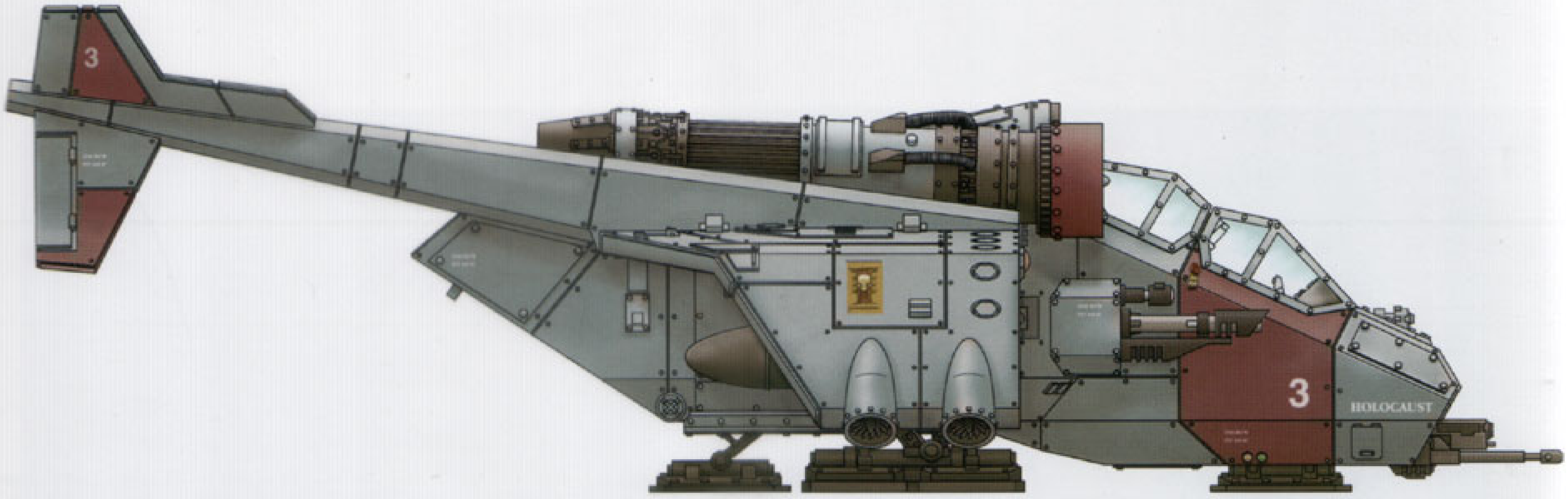
Date: 1549473.M40

signature:

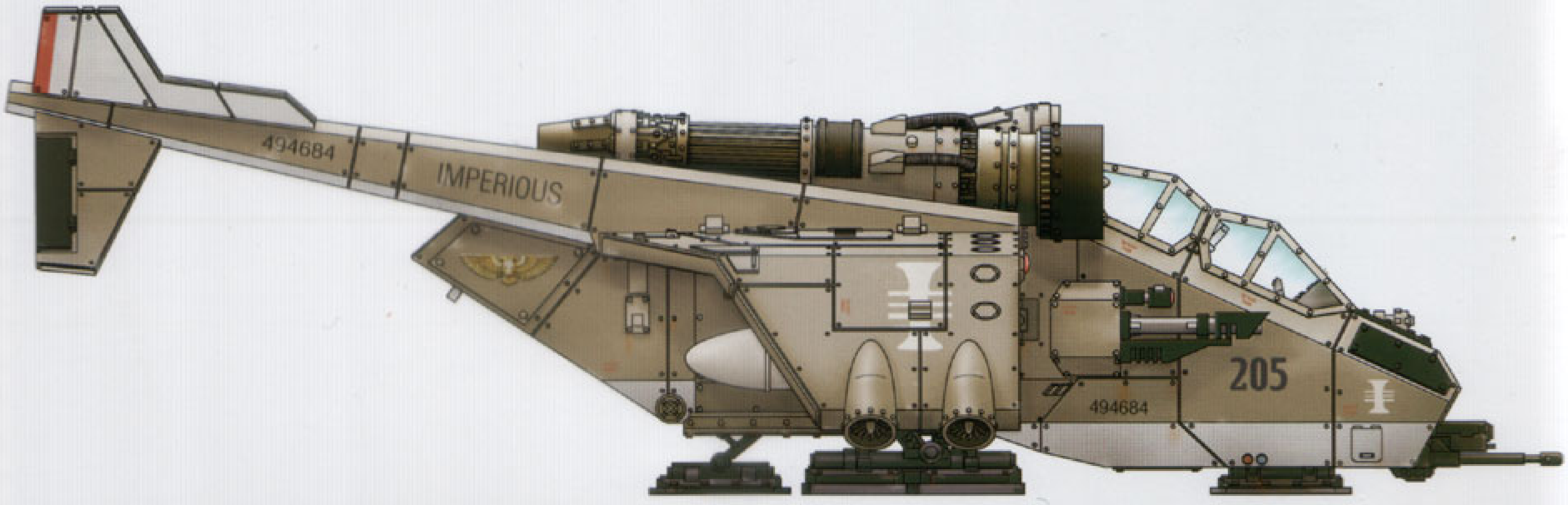
Magos Fabricator



Valkyrie in the service of Ordo Hereticus Inquisitor Tyrus.
This is an Inquisitorial Storm Troopers' transport used during the Purging of Gladrinus VI.
This aircraft is protected by an engraved passage from the First Book of Ordeals.



Valkyrie in the service of Ordo Malleus Inquisitor Hector Rex.
This is an Inquisitorial Storm Troopers' transport deployed during the Judgement of Hellanus.
The entire squadron has adopted the name 'Holocaust'. This is their third aircraft.



Valkyrie of the 205th Imperial Navy Tactical Wing. This aircraft was inducted into Inquisitorial service during the Tyrama Secundus campaign by Ordo Xenos Inquisitor Gruberman.
The simple addition of the Inquisitorial 'I' symbol indicates it is under his command.

Thought for the day:
Nothing inspires revenge quite like
cold hearted hatred

VALKYRIE

	Points	Front Armour	Side Armour	Rear Armour	BS
Valkyrie	140 + wpns	11	11	10	3

Type: Flyer, Orbital Lander

Crew: Imperial Navy

Weapons: The Valkyrie is armed with a hull-mounted multi-laser and two door-mounted heavy bolters.

Options: The multi-laser may be upgraded to a lascannon for +10 pts.

The Valkyrie has two external fuel tanks. The Valkyrie may exchange both the fuel tanks for one of the following: two Hellstrike missiles for +20 pts; two multiple rocket pods for +50 pts.

A Valkyrie may take any of the following Imperial Navy Aircraft Upgrades: Ejector Seat, Flare or Chaff Launcher, Armoured Cockpit, Infra-Red Targeting, Illum Flares, Distinctive Paint Scheme or Decals.

Transport Option: A Valkyrie is a Transport option for an Inquisitor and his retinue and Inquisitorial Storm Troopers.

Transport Vehicle: A Valkyrie can carry up to twelve models.

Access Points: Two side doors and a rear ramp.

SPECIAL RULES

VTOL Hover Mode: After its passengers disembark (or embark), rather than leave the table as per the normal Flyer rules the Valkyrie can choose to engage its VTOL hover mode and remain on the table. The Valkyrie uses its vectored engines to hover above the ground. It remains stationary but can turn in any direction to bring its weapons to bear. Whilst hovering, it may fire all its weapons.

For the purposes of being fired at, treat the Valkyrie as a moving Skimmer whilst in Hover mode. It can be targeted using the firer's normal BS. All hits are treated as glancing hits. If the Valkyrie is immobilised then it is destroyed. Whilst hovering, it cannot be attacked in close combat (it is too high off the ground), unless the attacker can fly or has jump packs, in which case it can be assaulted as if it was a moving vehicle.

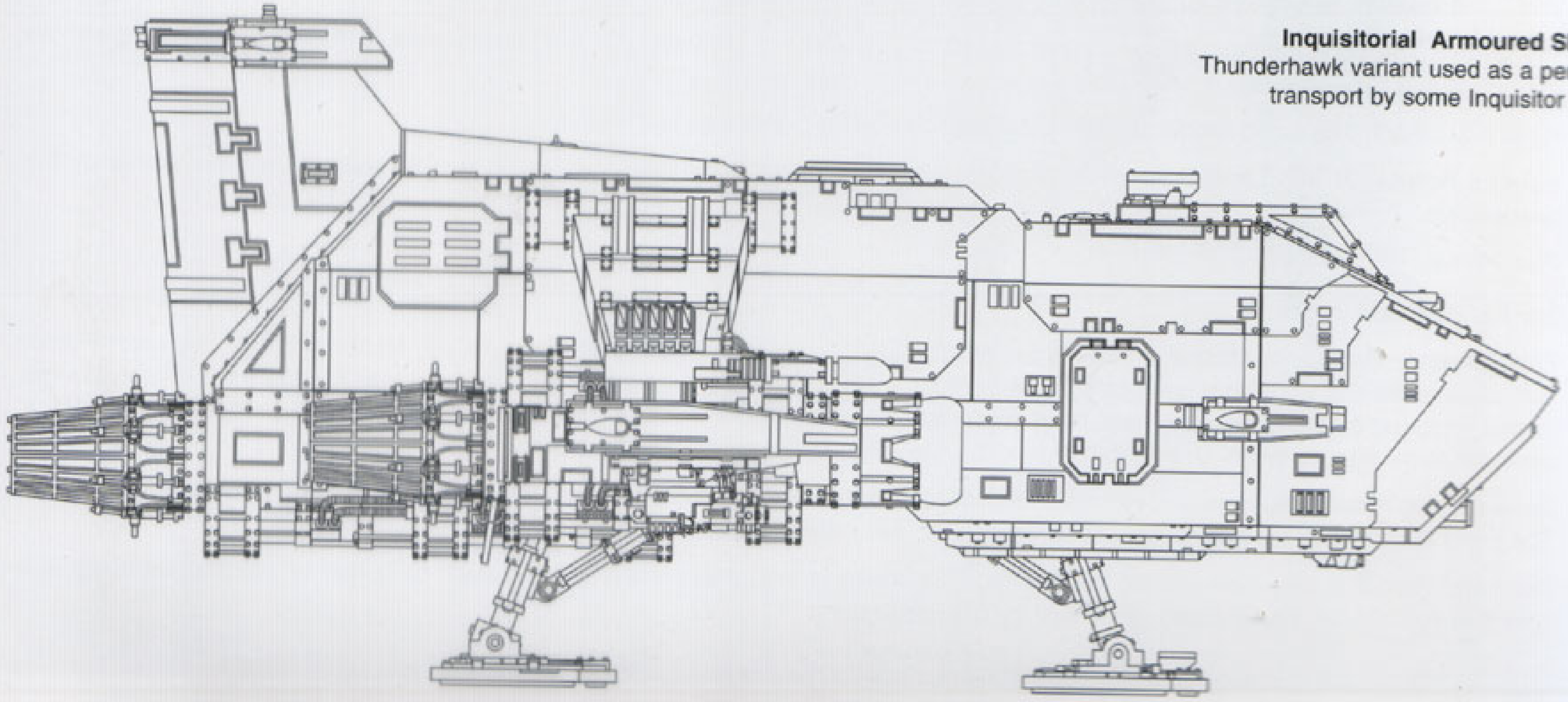
At the end of its own turn the Valkyrie may disengage VTOL Hover Mode, using its main thrusters and fly off. It now reverts to being a Flyer. It will return in the enemy turn on a 2+ as per the normal Flyer rules. It cannot return in the enemy turn immediately after it leaves the table, but must miss that turn as it flies away to gain height and speed for its attack run.

Heavy Lift: If the Valkyrie is carrying the following: Tarantula sentry guns or Cyclops remote control demolition vehicles, then it must be equipped with external fuel tanks. A Valkyrie may carry a single Tarantula or Cyclops. Whilst equipped with fuel tanks, a Valkyrie may not carry Hellstrike missiles or Multiple rocket pods.

Multiple Rocket Pods

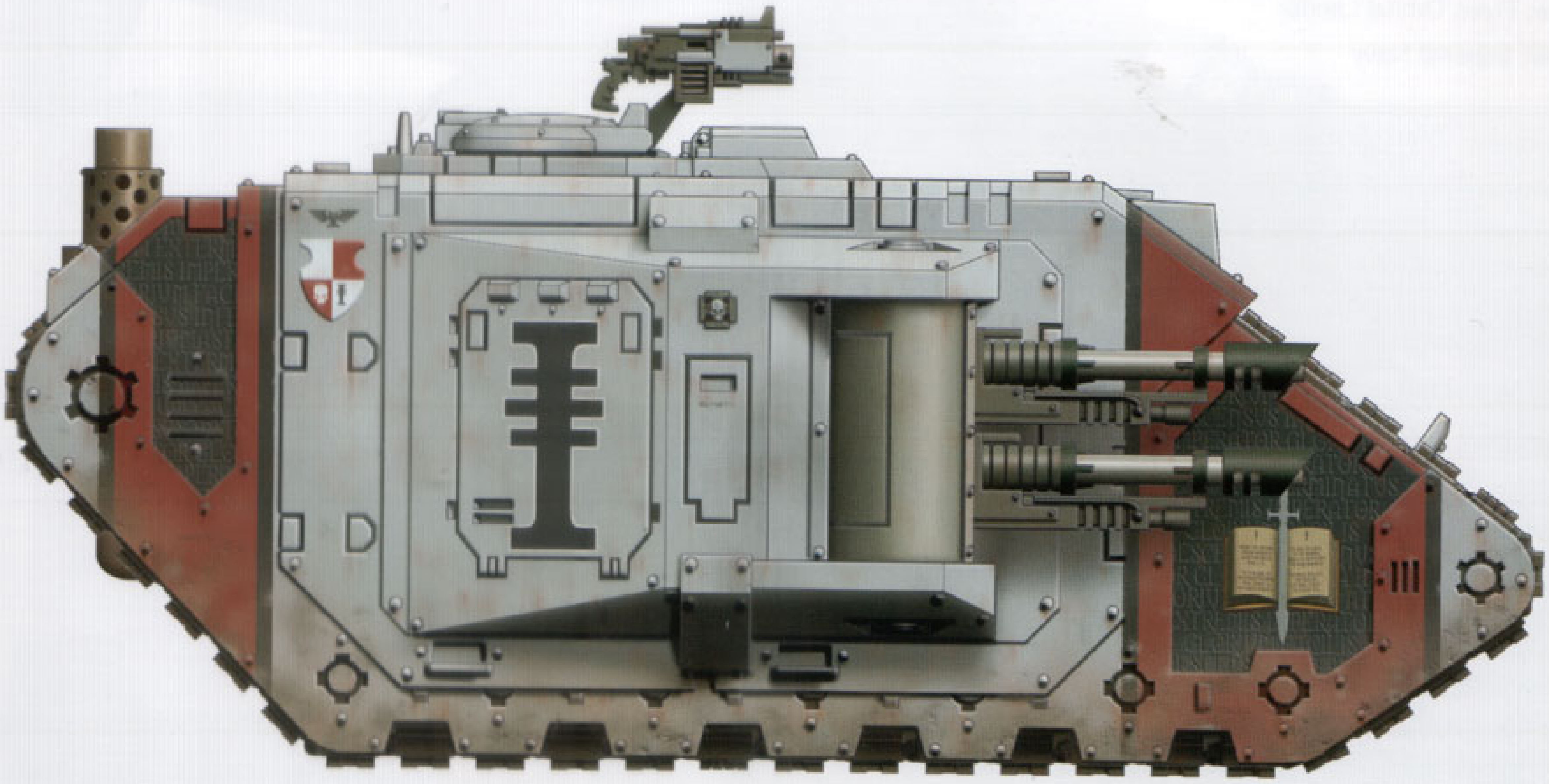
Multiple rocket pods saturate a target area with rapid firing, small fragmentation missiles. They are an effective anti-infantry weapon used against swarms of lightly armed troops.

Range: 24" **Str:** 4 **AP:** 6 **Type:** Heavy2, Blast



Inquisitorial Armoured Shuttle
Thunderhawk variant used as a personal transport by some Inquisitor Lords

GREY KNIGHTS
LAND RAIDERS



MkII Land Raider of the Grey Knights Chapter. This is a vehicle of the first company and bears the personal hearldry of Justicar Orthon, the commander of second squad.

LAND RAIDER	Points	Front Armour	Side Armour	Rear Armour	BS
Land Raider	250	14	14	14	4

Thought for the day:
In courage we have no equals

Type: Tank

Crew: Space Marines

Weapons: The Land Raider is armed with twin-linked lascannons in each sponson and forward firing twin-linked heavy bolters mounted in the hull.

Options: A Grey Knights Land Raider may be given any of the following from Codex: Daemon Hunters: blessed, dozer-blade, extra armour, hunter-killer missile, pintle-mounted storm bolter, psycannon bolts, sacred hull, searchlight, smoke launchers.

The Land Raiders twin-linked heavy bolters may be upgraded to an AA mount for +10 pts

Transport: The Land Raider can carry up to ten models. It may not carry models with jump packs. A model in Terminator armour counts as two passengers.

Heavy Support: The Land Raider is Heavy Support choice for a Daemon Hunters army.

Access Points: 3. The Land Raider has two side doors and a front ramp, any of which can be used as access points by the passengers.

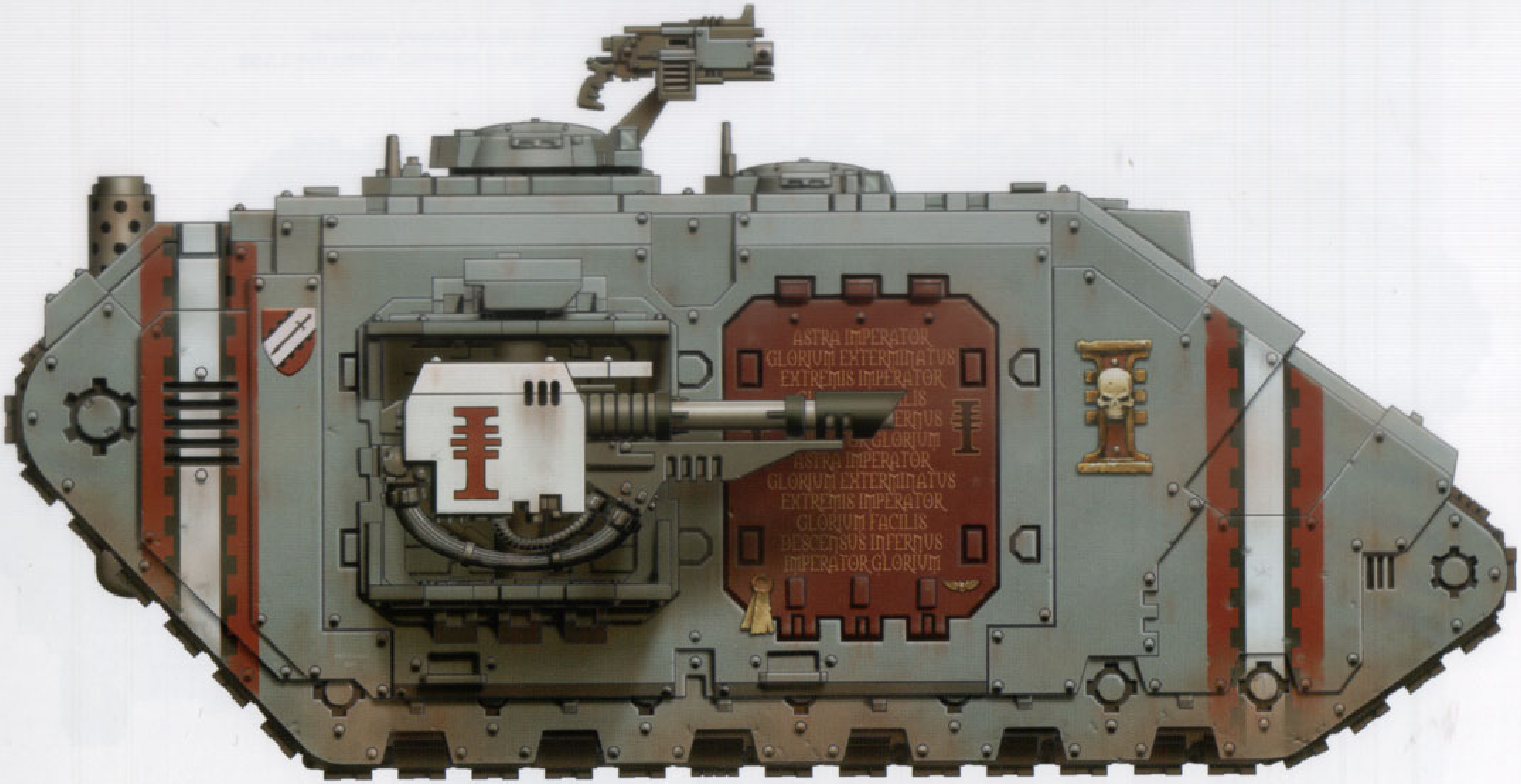
Fire Points: 0

SPECIAL RULES

Fire Control: The Space Marine gunner is assisted in selecting and targeting the enemy by the Machine Spirit. The Land Raider may always fire one additional weapon system to those it would normally be able to fire. This shot may be against a different target to that engaged by the crew. Automatic targeting is less accurate than if directed by a Space Marine and is conducted with BS2. If crew are stunned or shaken and unable to fire, the Machine Spirit may still fire a weapon using this rule.

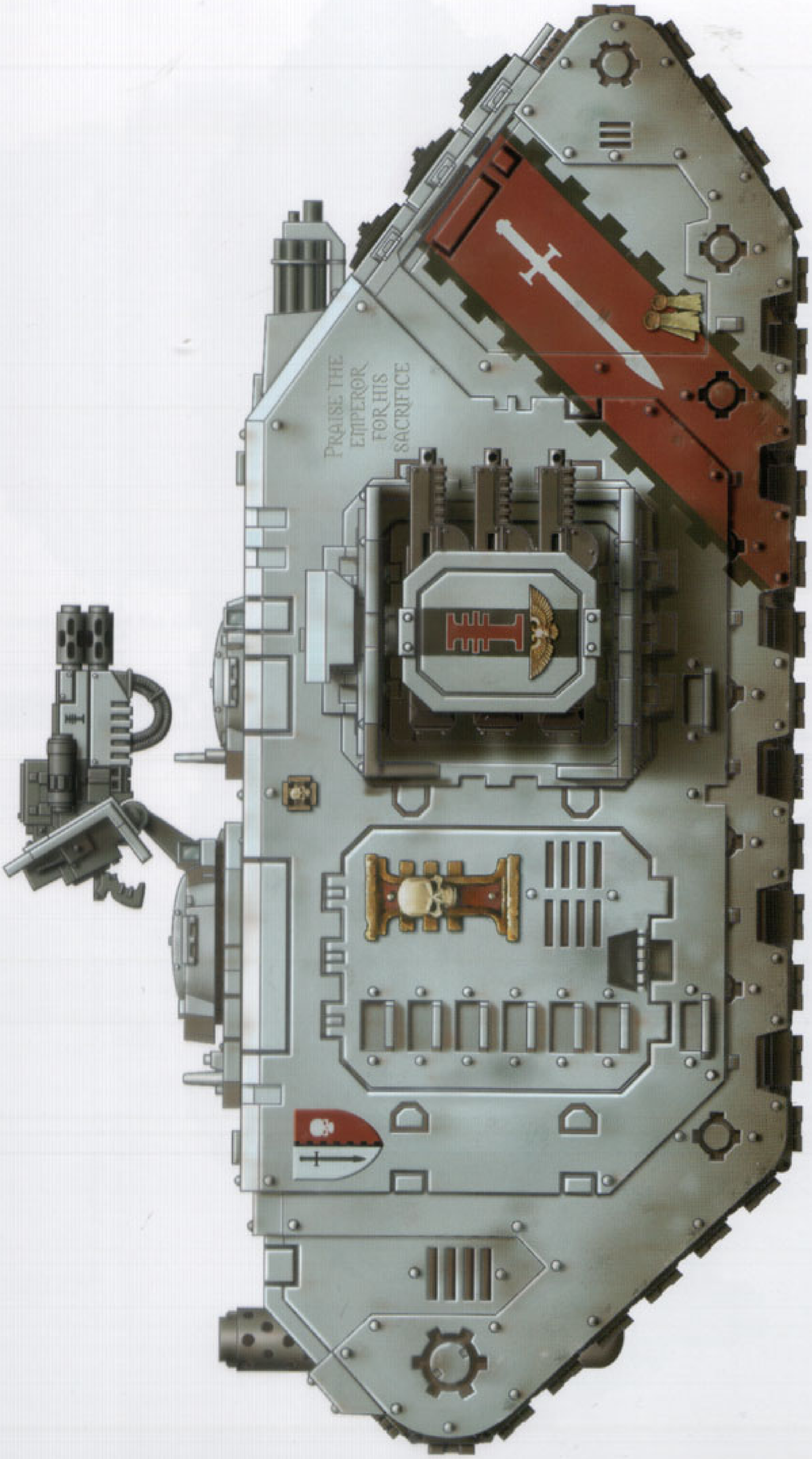
Deus Ex Machina: If the crew are stunned and unable to direct the Land Raider, then the Machine Spirit will take over temporarily. The Land Raider may be moved directly forward (yes, this means a straight line) up to its maximum move.

The Land Raider is fully submersible to 36.57m. This doesn't mean that it won't throw a track on a reef or get bogged down in a river bed so they are immobilised as normal by difficult terrain.


ASTRA IMPERATOR
GLORIUM EXTERMINATUS
EXTREMIS IMPERATOR
ASTRA IMPERATOR
GLORIUM EXTERMINATUS
EXTREMIS IMPERATOR
GLORIUM FACILIS
DESCENSUS INFERNUS
IMPERATOR GLORIUM

MkV Land Raider of the Grey Knights Chapter. This vehicle belongs to the second company and was part of a strike force led by Inquisitor Baum on Coriolanthe. The vehicle was destroyed by Traitor forces of the Night Lords Legion during the action.

GREY KNIGHTS
LAND RAIDERS


PRAISE THE
EMPEROR
FOR HIS
SACRIFICE

MkV Land Raider Crusader of the Grey Knights Chapter. This vehicle belongs to the fifth company and bears the personal heraldry of Brother-Captain Zaebus, deployed on Cadia during the 13th Black Crusade.

LAND RAIDER CRUSADER

	Points	Front Armour	Side Armour	Rear Armour	BS
Crusader	255	14	14	14	4

Thought for the day:
Honour is what a pure mind
knows about itself

Type: Tank

Crew: Space Marines

Weapons: The Grey Knights Land Raider Crusader is armed with two 'hurricane' pattern bolters, a twin-linked assault cannon and a multi-melta. The Crusader is also equipped with frag assault launchers.

Options: An Grey Knights Land Raider Crusader may be given any of the following from Codex: Daemon Hunters: blessed, dozer-blade, extra armour, hunter-killer missile, pintle-mounted storm bolter, pyscannon bolts, sacred hull, searchlight, smoke launchers.

Transport: The Land Raider Crusader can carry up to fifteen Space Marines. It may not carry Space Marines with jump packs. It may carry up to eight Space Marines in Terminator armour. It may not carry more than a single squad a one time.

Heavy Support: The Land Raider Crusader is a Heavy Support choice for a Daemon Hunters army.

Access Points: 3. The Land Raider Crusader has two side doors and a front ramp, any of which can be used as access points by the passengers.

Fire Points: 0

SPECIAL RULES

Fire Control: The Space Marine gunner is assisted in selecting and targeting the enemy by the Machine Spirit. The Land Raider may always fire one additional weapon system to those it would normally be able to fire. This shot may be against a different target to that engaged by the crew. Automatic targeting is less accurate than if directed by a Space Marine and is conducted with BS2. If crew are stunned or shaken and unable to fire, the Machine Spirit may still fire a weapon using this rule.

Deus Ex Machina: If the crew are stunned and unable to direct the Land Raider, then the Machine Spirit will take over temporarily. The Land Raider may be moved directly forward (yes, this means a straight line) up to its maximum move.

The Land Raider is fully submersible to 36.57m. This doesn't mean that it won't throw a track on a reef or get bogged down in a river bed so they are immobilised as normal by difficult terrain.

Extra Armour: All Land Raider Crusaders have additional armour plating to ensure that they reach the enemy with their transported squad intact. A Crusader counts as having the Extra Armour vehicle upgrade, so it treats any 'Crew Stunned' results on the damage tables as a 'Crew Shaken' result instead.

'Hurricane' bolters: Each 'hurricane' bolter counts as three twin-linked boltguns. The Crusader may always fire its 'hurricane' bolters, regardless of how far it has moved or what other weapons it is firing.

Frag Assault Launchers: The front of the Crusader is studded with explosive charges, designed to hurl shrapnel into the enemy as the troops inside charge out along the assault ramp. Any unit which assaults on the same turn it disembarks from the Crusader counts as having frag grenades.

GREY KNIGHTS THUNDERHAWK

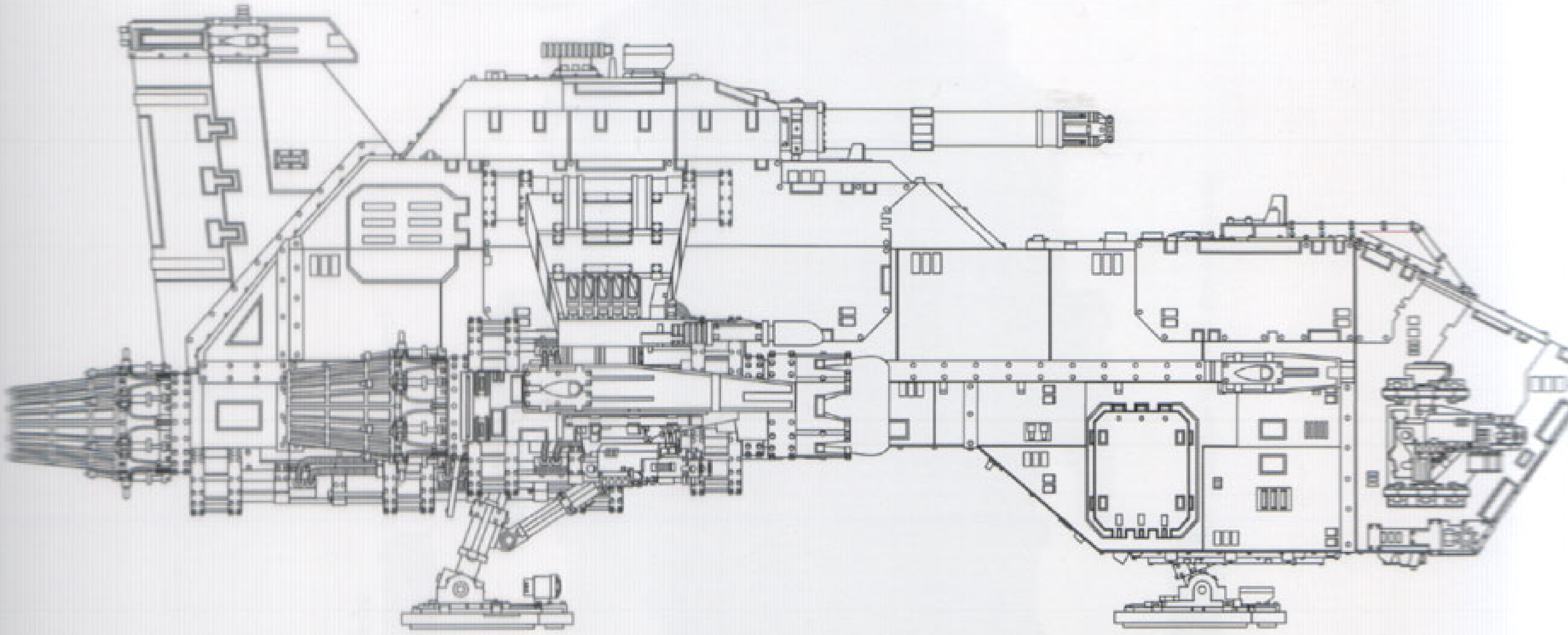
Although they are the Chamber Militant of the Ordo Malleus, the Grey Knights are organised along the same lines as other Space Marine Chapters. Divided into ten companies, with each company supported by its own vehicles and war machines. Land Raiders for transporting the Terminator squads and Dreadnoughts are common and like other Chapters, the Grey Knights rely upon Thunderhawks to move these units between a planet surface and space.

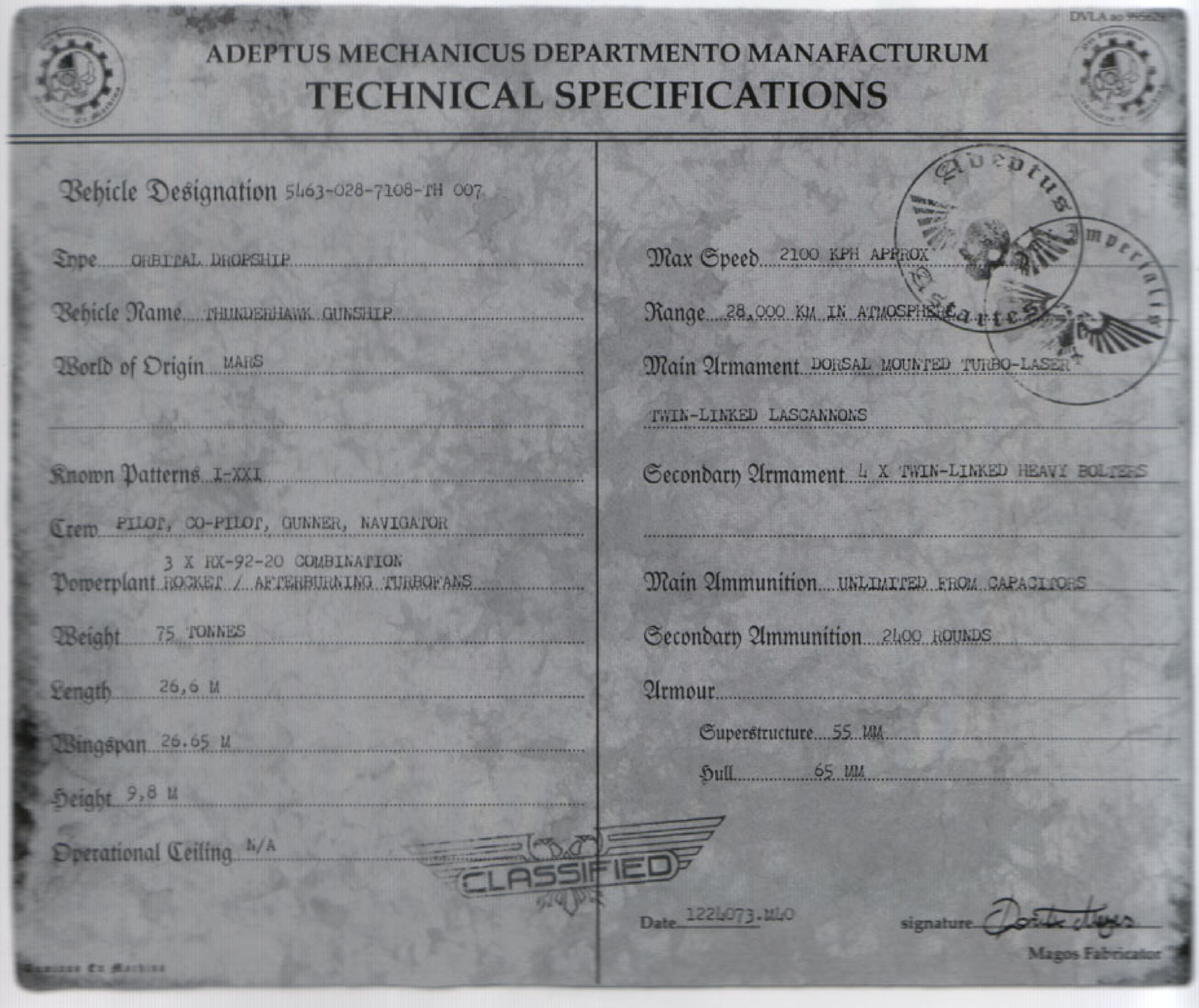
All Space Marine Chapters use rapid strike strategies, but more than any other Chapter, the Grey Knights make short deployments aimed at achieving a specific objective. They locate a target or objective and strike swiftly before withdrawing to their orbiting strike cruiser. Often a deployment might be for a single engagement, teleporting down to neutralise a target before withdrawing. Their specialised role, and specialised equipment, means they cannot be risked in anything but the most vital missions.

To achieve total mobility and flexibility the Grey Knights make wide use of Thunderhawk gunships and transporters. Because they have access to the arcane (and scarce) technology of teleporters (all Grey Knight strike cruisers are equipped with them), they do not often need the Thunderhawks for direct airborne assaults or planetfall missions, although they do train for them. More often the Thunderhawks are used for deploying support units. Once the teleporting assault troops have attacked they need the heavy support of Land Raiders, Dreadnoughts and Purgation squads quickly, this is where the Thunderhawks come in.

As well as landing extra support Thunderhawk gunships provide fast and effective heavy firepower for their brothers already on the ground. A Thunderhawk's turbo-laser or battlecannon, lascannons and multiple missiles give a Grey Knights strike force its heaviest 'conventional' weaponry. Thunderhawks also provide a strike cruiser in orbit with eyes and ears closer to the battle. Relaying battlefield information to a waiting strike cruiser, a Thunderhawk can observe for and direct an orbital bombardment against the strongest enemy positions and large troop concentrations.

For more information on Thunderhawk gunships see page 154 of this book.





DVLA ao 99562

ADEPTUS MECHANICUS DEPARTMENTO MANAFACTURUM

TECHNICAL SPECIFICATIONS

Vehicle Designation 5463-028-7108-TH 007

Type ORBITAL DROPSHIP

Vehicle Name THUNDERHAWK GUNSHIP

World of Origin MARS

Known Patterns I-XXI

Crew PILOT, CO-PILOT, GUNNER, NAVIGATOR

Powerplant 3 X RX-92-20 COMBINATION ROCKET / AFTERBURNING TURBOFANS

Weight 75 TONNES

Length 26,6 M

Wingspan 26.65 M

Height 9,8 M

Operational Ceiling N/A

Adeptus Astartes

Max Speed 2100 KPH APPROX

Range 28,000 KM IN ATMOSPHERE

Main Armament DORSAL MOUNTED TURBO-LASER
TWIN-LINKED LASCANNONS

Secondary Armament 4 X TWIN-LINKED HEAVY BOLTERS

Main Ammunition UNLIMITED FROM CAPACITORS

Secondary Ammunition 2400 ROUNDS

Armour

Superstructure 55 MM

Hull 65 MM

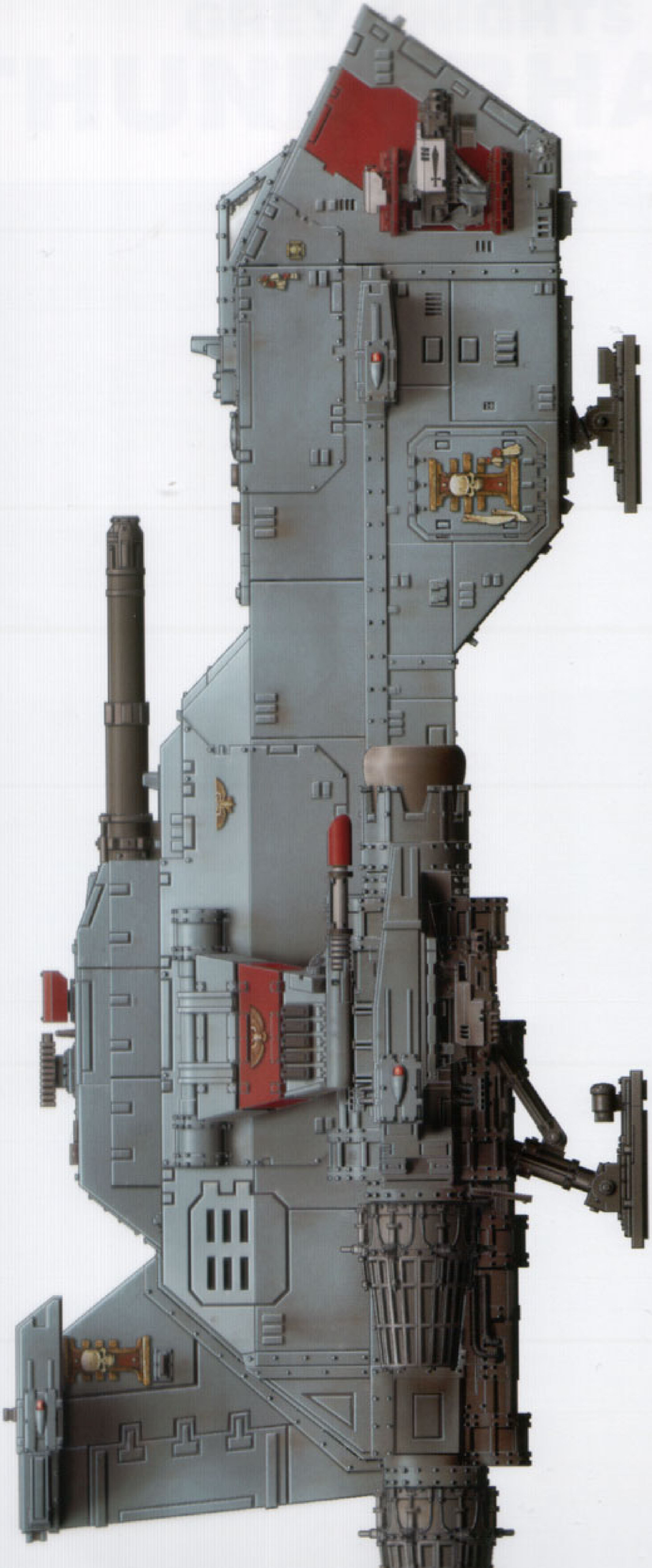
CLASSIFIED

Date 1224073.M40

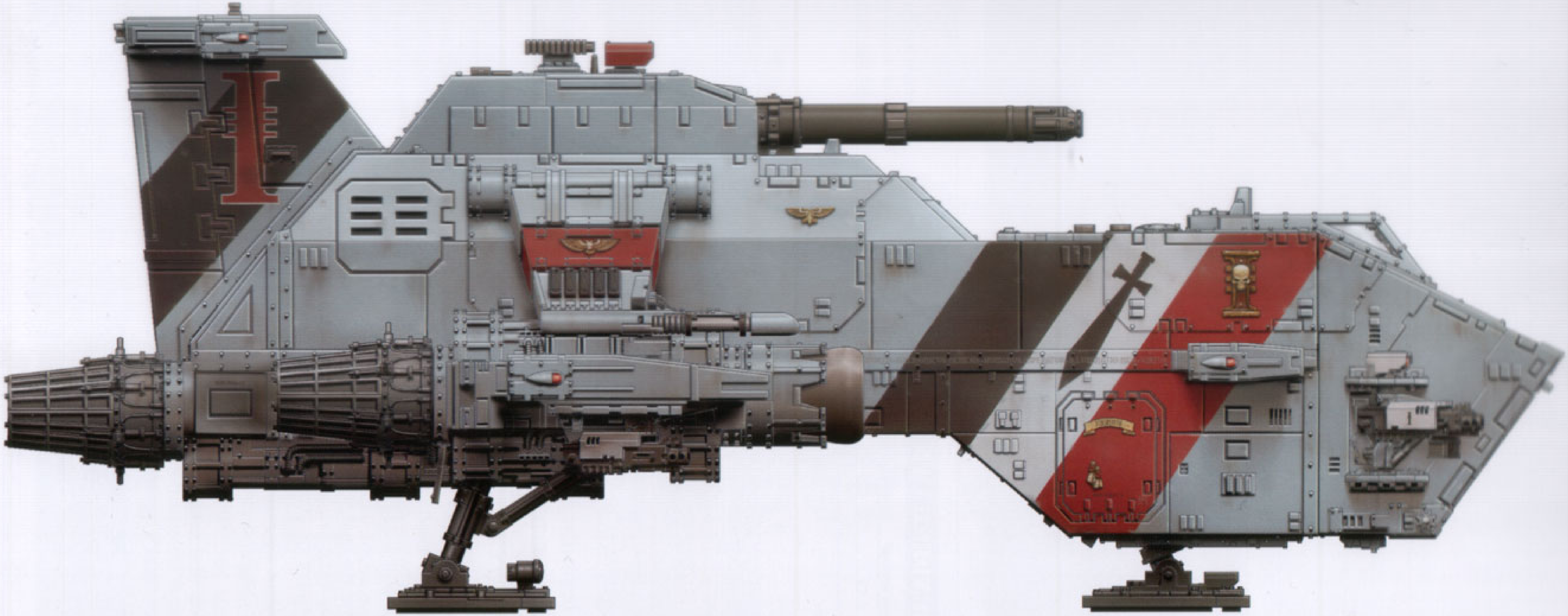
signature

Magos Fabricator

[illegible] Ex Machina



Thunderhawk gunship of the Grey Knights Chapter. The aircraft has no obvious company markings or personal heraldry, probably removed for security reasons during the Godjera Incursion.



Thunderhawk gunship of the Grey Knights Chapter. This is an aircraft from the first company, named Xionius after a former hero of the company.

GREY KNIGHTS THUNDERHAWK GUNSHIP

	Points	Front Armour	Side Armour	Rear Armour	BS
Thunderhawk	680	12	12	10	4

Thought for the day:
The fear of death is more to be
dreaded than death itself

Type: Super-Heavy Flyer, Orbital Lander

Crew: Space Marines

Weapons: 4 x twin-linked heavy bolters, twin-linked lascannons and a dorsal-mounted battle cannon. All Thunderhawks are equipped with a decoy flare launcher.

Options: The battle cannon may be replaced by a turbo-laser for free. A Thunderhawk may carry up to 6 Hellstrike missiles for +10 pts per missile, or the Thunderhawk may be equipped with 6 triple bomb pylons, a total of 18 bombs for an additional +90 pts. The twin-linked heavy bolters maybe upgraded to a pyscannon for + 15 pts each.

Transport: The Thunderhawk may carry up to 30 power armoured Space Marines. These may be from different squads.

A Thunderhawk may carry Terminators. Each Terminator counting as two power armoured Space Marines.

A Thunderhawk may carry up to one Dreadnought. The Dreadnought counts as five power armoured Space Marines.

SPECIAL RULES

Fire Control: The Machine Spirit assists the Thunderhawk's gunner in selecting and targeting the enemy. If the Thunderhawk takes a 'Gun Crew Shaken' result from a glancing hit, then rather than one chosen weapon not being able to fire, the chosen weapon can still fire, under the control of the Machine Spirit. The firing is conducted with the Machine Spirit's BS2.

Ceramite Shielding: In order to resist the heat of atmospheric entry a Thunderhawk has thick ceramite shielding. This makes it resistant to melta (and melta-type) weapons. Melta weapons, including melta bombs, never roll an extra dice for armour penetration due to being at half range (melta bombs would therefore be 8 +D6), against a Thunderhawk.

Decoy Flares: If the Thunderhawk takes a glancing hit from enemy fire, then it may fire its decoy flares to re-roll the damage result. The second result must stand, even if it is better than the first. Decoy flares may only be used once per game.

Dorsal Weapon: The Thunderhawk's main armament is a battle cannon, positioned in a limited traverse dorsal mounting. Some Chapters prefer to utilise a large turbo-laser in the dorsal turret, powered by high-efficiency power packs, but this makes small difference to the Thunderhawk's battlefield performance.

Weapon	Range	Str	AP	Special
Battle cannon	72"	8	3	Ordnance1/Blast
Turbo-laser	72"	9	2	Heavy1/Blast

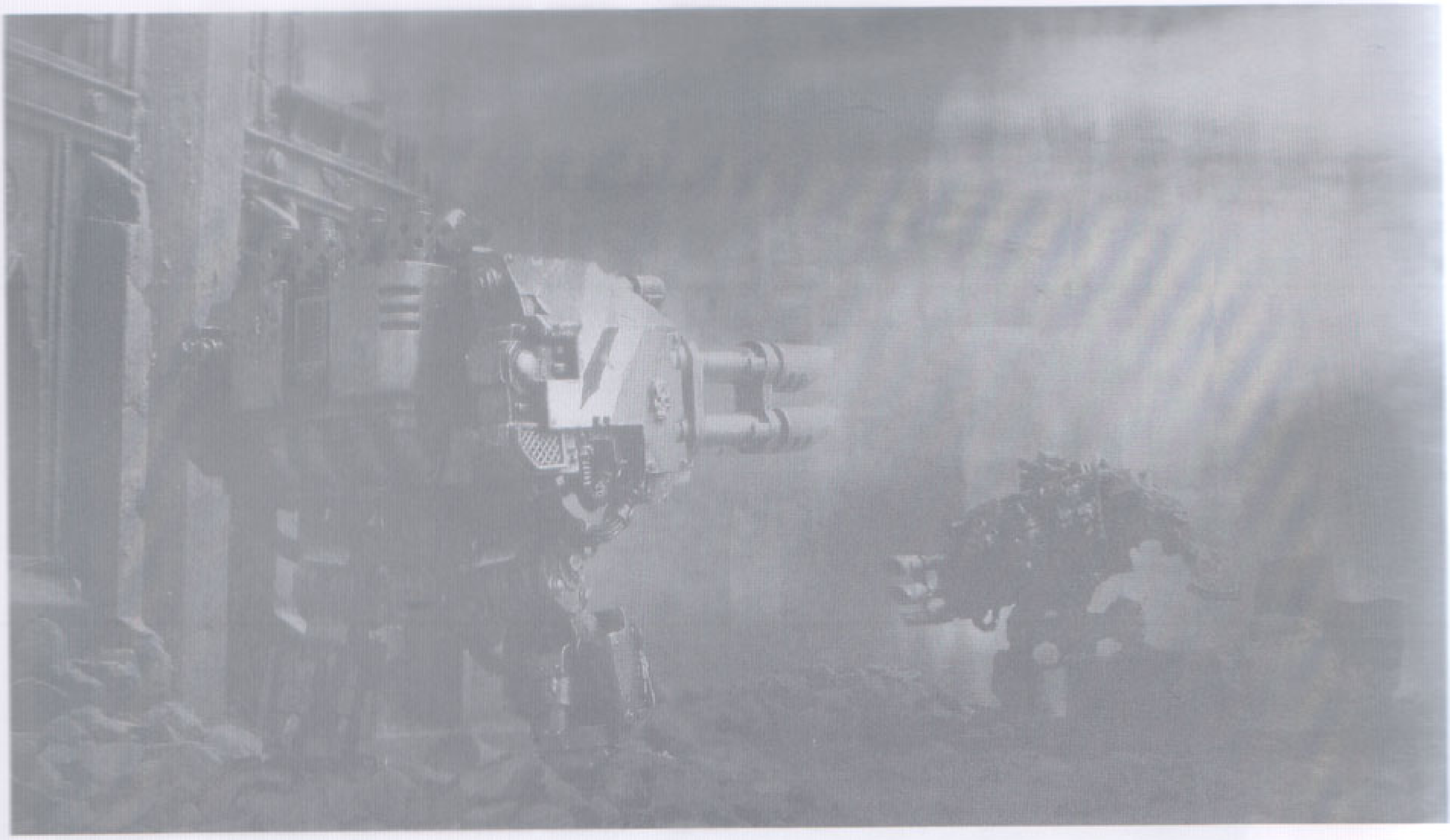
GREY KNIGHTS
DREADNOUGHT

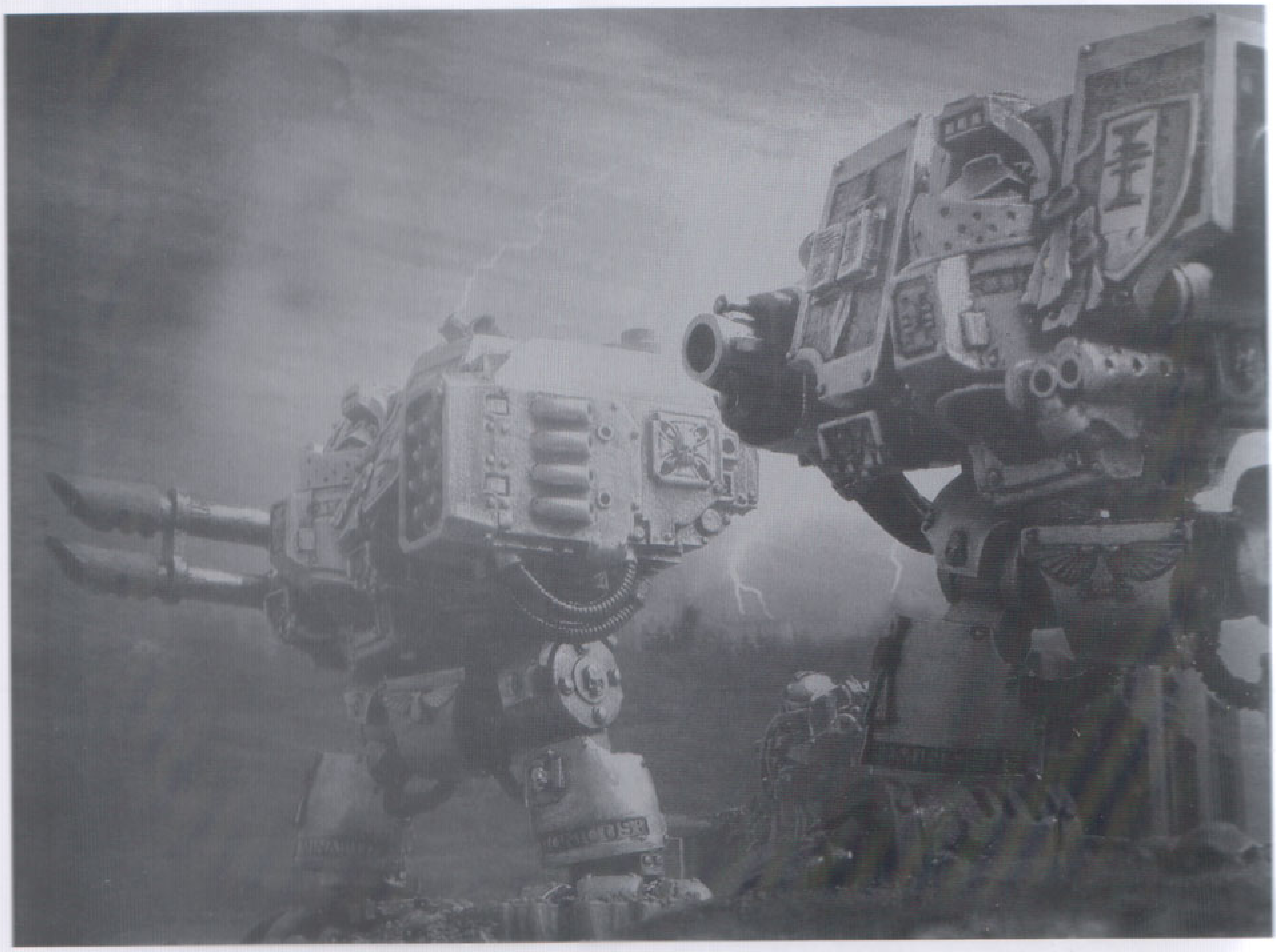
Grey Knights Dreadnoughts are a living connection to the Chapter's long history. These ancient artefacts are more than just war machines, they are the embodiment of the Chapter's past. Its glorious victories, great deeds, slain heroes, unquestionable loyalty and proven honour. They are a potent symbol of all that the Chapter is and all it stands for. They help provide the Grey Knights Chapter with a legendary past, which its current battle-brothers must strive to emulate.

As such each Dreadnought is precious, worthy of the utmost respect and venerated for the wealth of experience and wise council it can offer to the brethren of today. In a Dreadnought the spirits of the Chapter's ancestors live on, to help guide the Chapter as well as fight upon the battlefield. Each of the ten companies has its own Dreadnoughts. They are all former heroes of the company whose mortal wounds could not be healed, but who could be saved by interment into Dreadnought armour. They are usually past Grand Masters of the Chapter and Brother-Captains, or in special cases, lower ranks who have shown exceptional courage and heroism in battle. Only the most worthy ever become a Dreadnought, it is seen as a great honour, perhaps the greatest the Chapter can bestow.

It is customary that a mortally wounded Grey Knights Marine must give his personal consent before becoming a Dreadnought. Many mortally wounded brothers prefer to rest with the Chapter's heroes in the crypts below the fortress-monastery on Titan, where his name will be engraved on his tomb alongside other great names, a fitting end for a lifetime of loyal service.

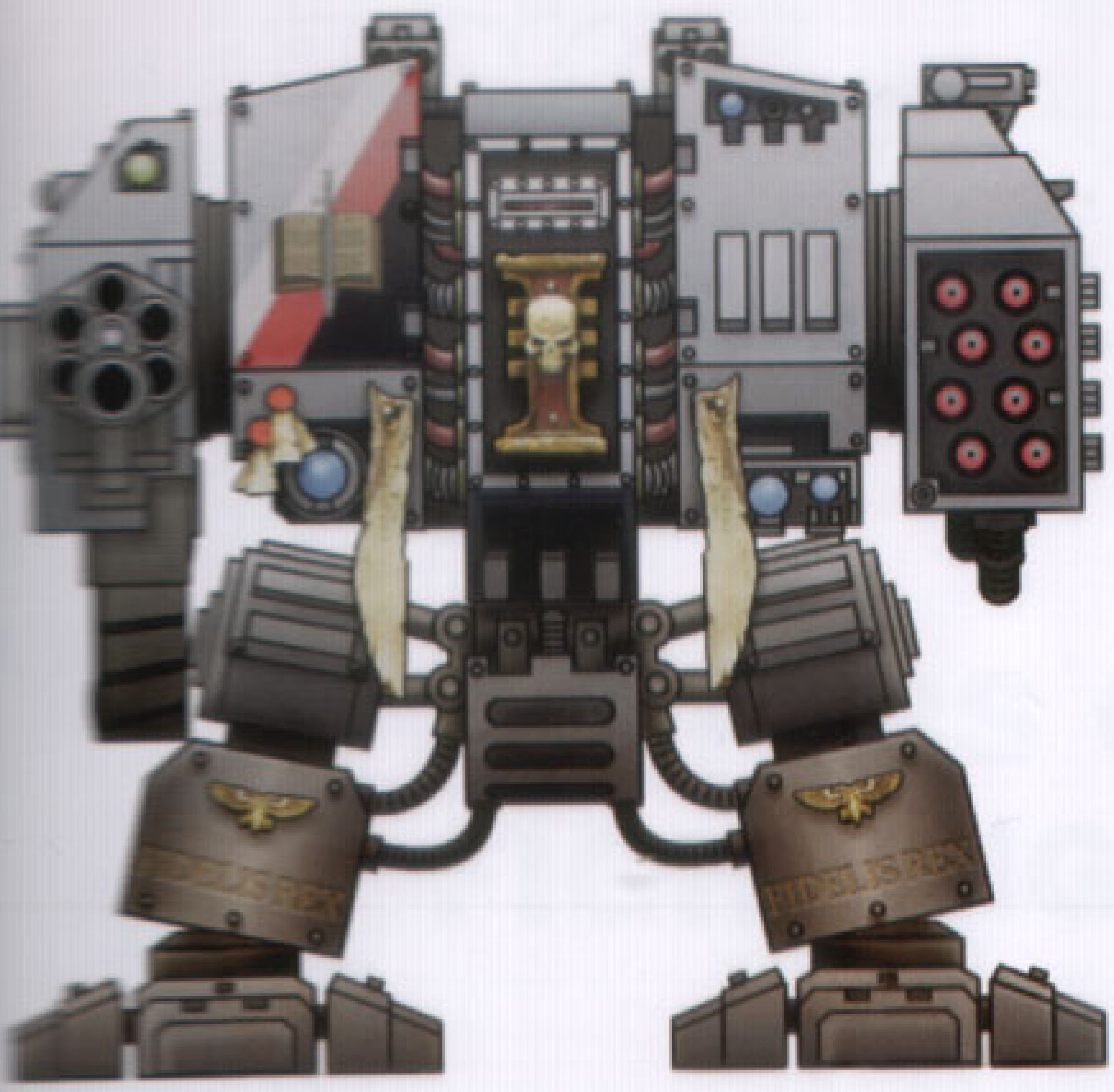
Legend has it that when Grand Master Orias lay in the Apothecary following his battle with the daemon prince Herperitus, tended by the Chief Apothecary and his servo-meds, the entire Chapter awaited his death. All ten Brother-Captains stood watch over him awaiting any last word from Orias, before his soul passed into the Emperor's care. For three days and nights they waited, and Orias, his body a shattered shell, never moved. Surely he must be dead! But no, with the last of his strength, he gave a single nod of his head. The assembled Captains quickly debated and agreed, Orias' single motion must have been a nod of consent, with his last strength he had agreed to continue his service as a Dreadnought. Immediately a sarcophagus was prepared and the ritual of interment began.



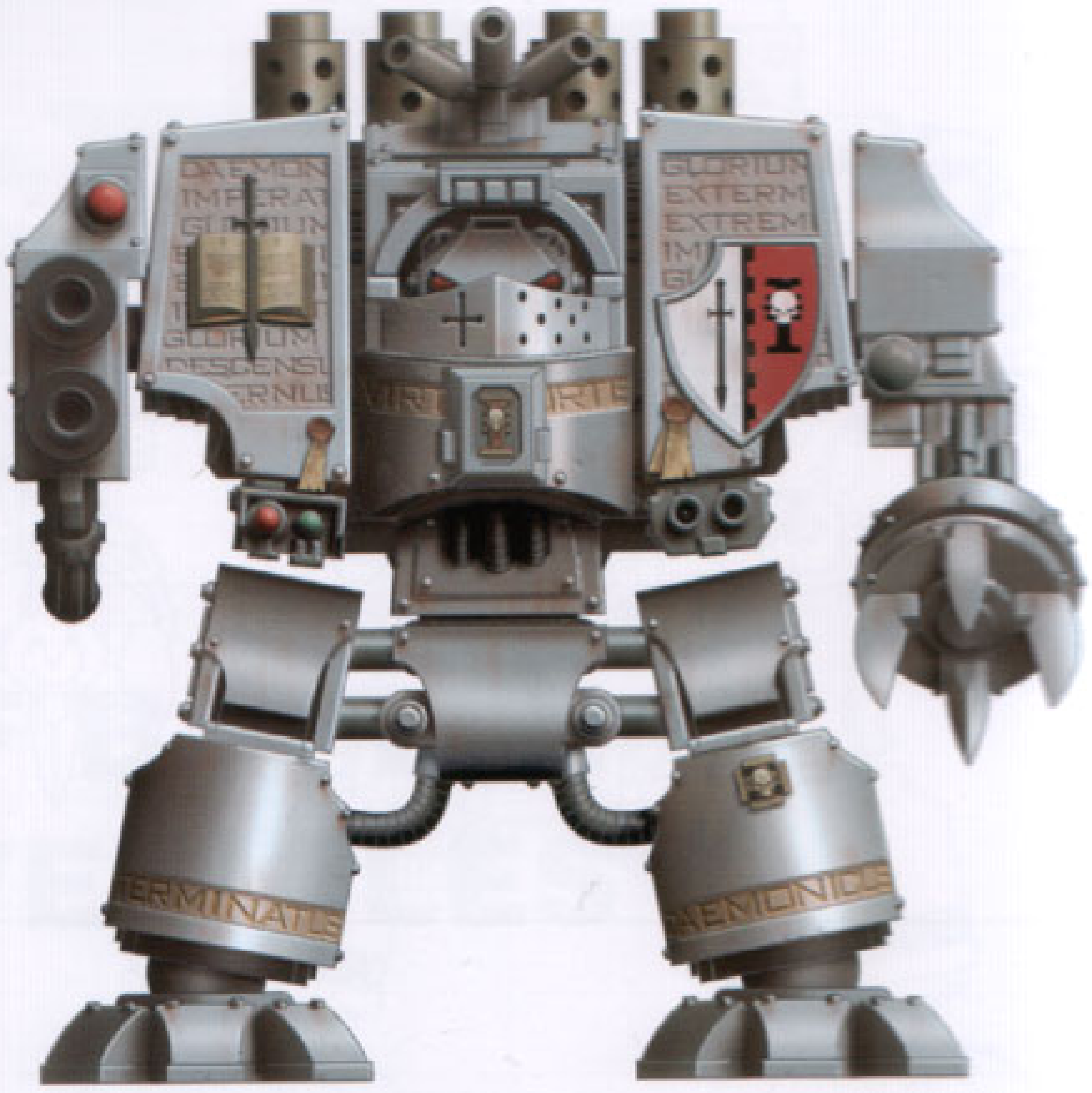


Top: Rivals face off. A Grey Knights Dreadnought encounters a Death Guard Dreadnought of Chaos Lord Typhus' warband during fighting on Belis Corona, at the height of the 13th Black Crusade.

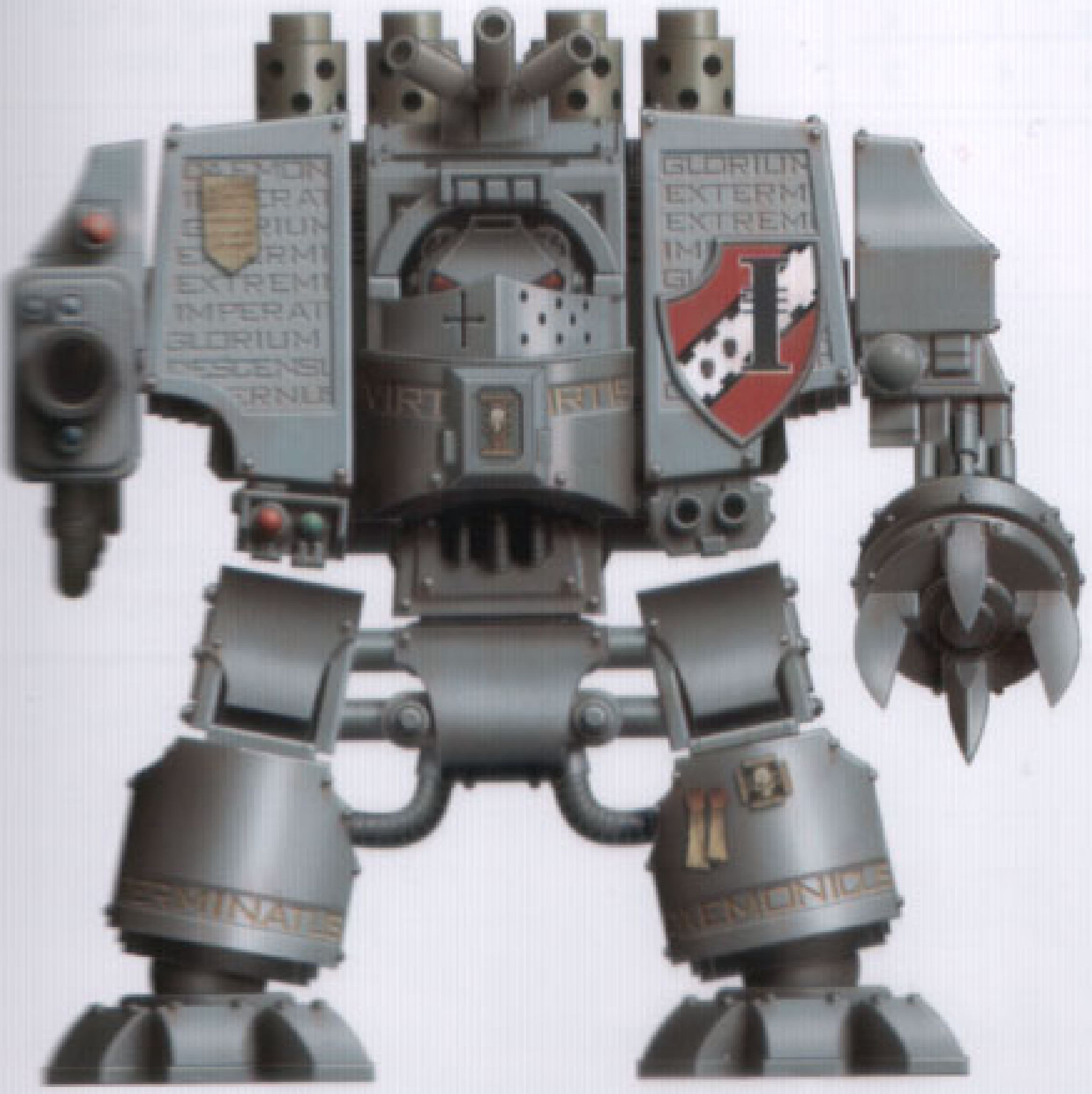
Above: Two Grey Knights Dreadnoughts, one armed with a psycannon, advance to face the Daemonic Legions spawned by the opening of the Cursus Portal on Tallarn.


FIDELIS REX
FIDELIS REX

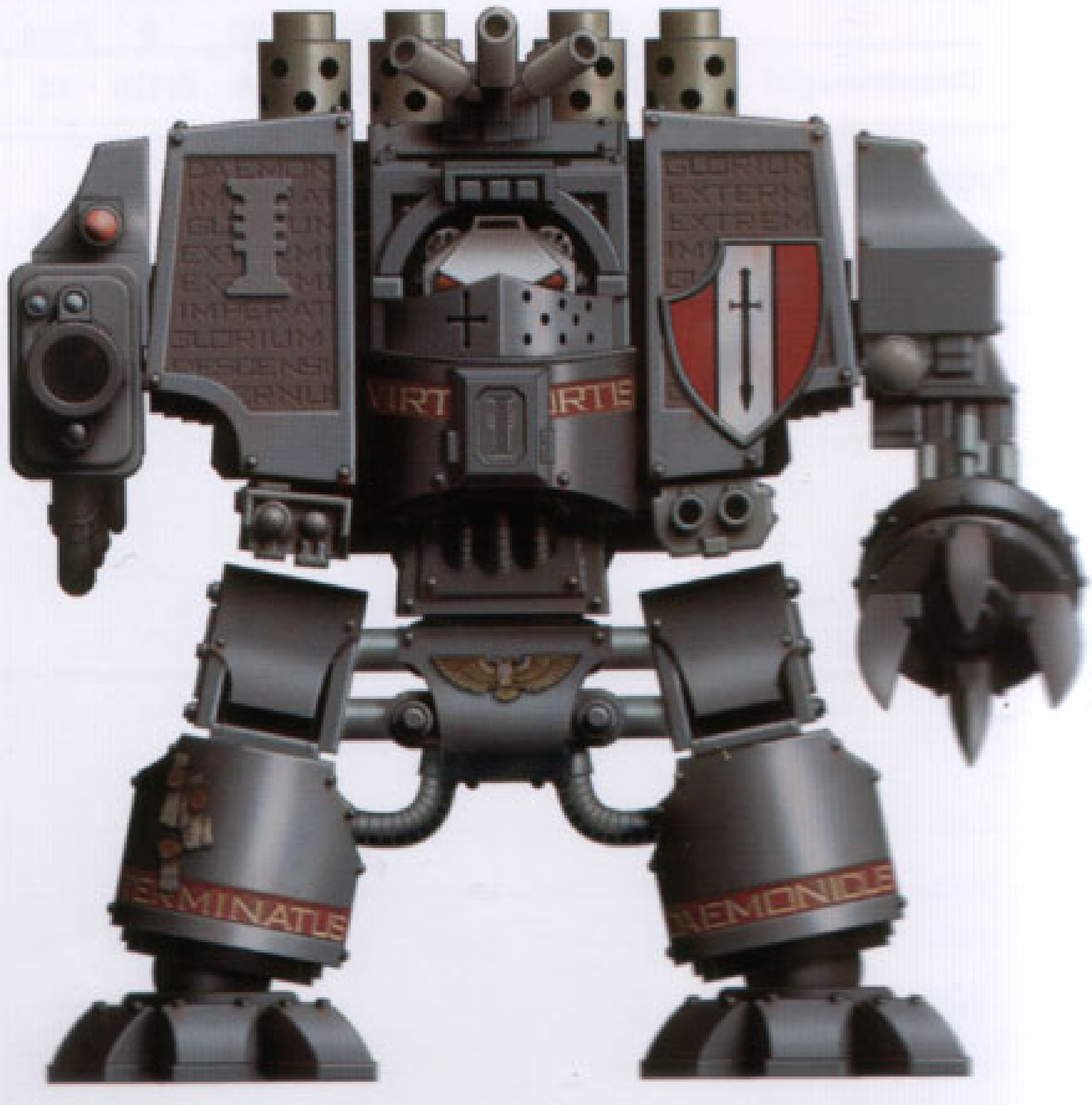
MkV Dreadnought of the Grey Knights Chapter, 'Fidelis', armed with an assault cannon and a missile launcher. Brother-Captain Fidelis of the fifth company was mortally wounded in combat with Vexcarnel the Blue, 'the Beast of Barac'.


TERMINATUS
DAEMONICIDE

MkIV Dreadnought of the Grey Knights Chapter. Although not named, the personal heraldry on the shield is that of Justicar Uphur, the soul survivor of the Kasdeya Incursion, although himself critically wounded.

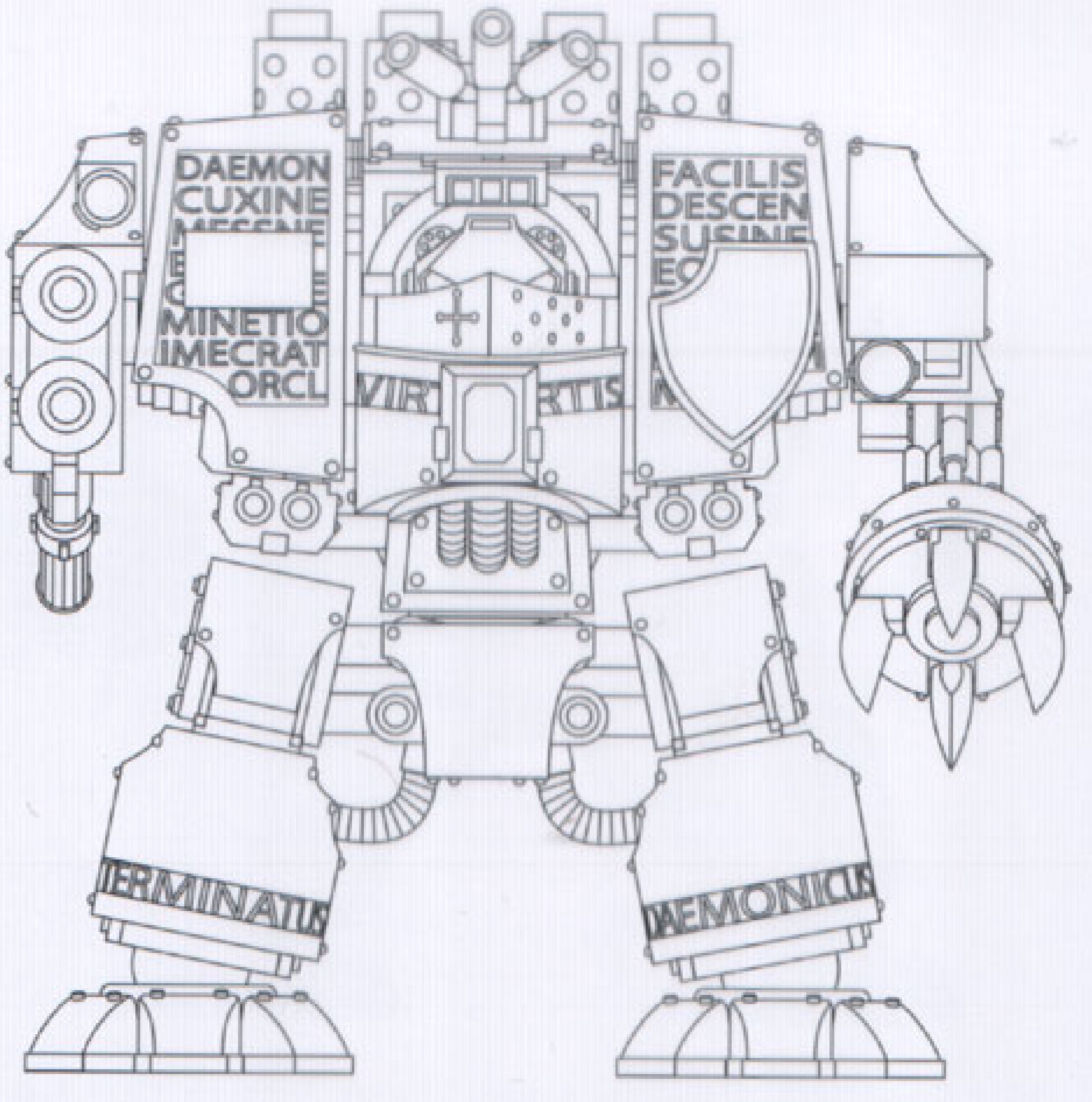

TERMINATUS
DAEMONICIDE

MkIV Dreadnought of the Grey Knights Chapter. This is Brother-Captain Valafar of the seventh company. This Dreadnought suit was destroyed during Abaddon's 13th Black Crusade.

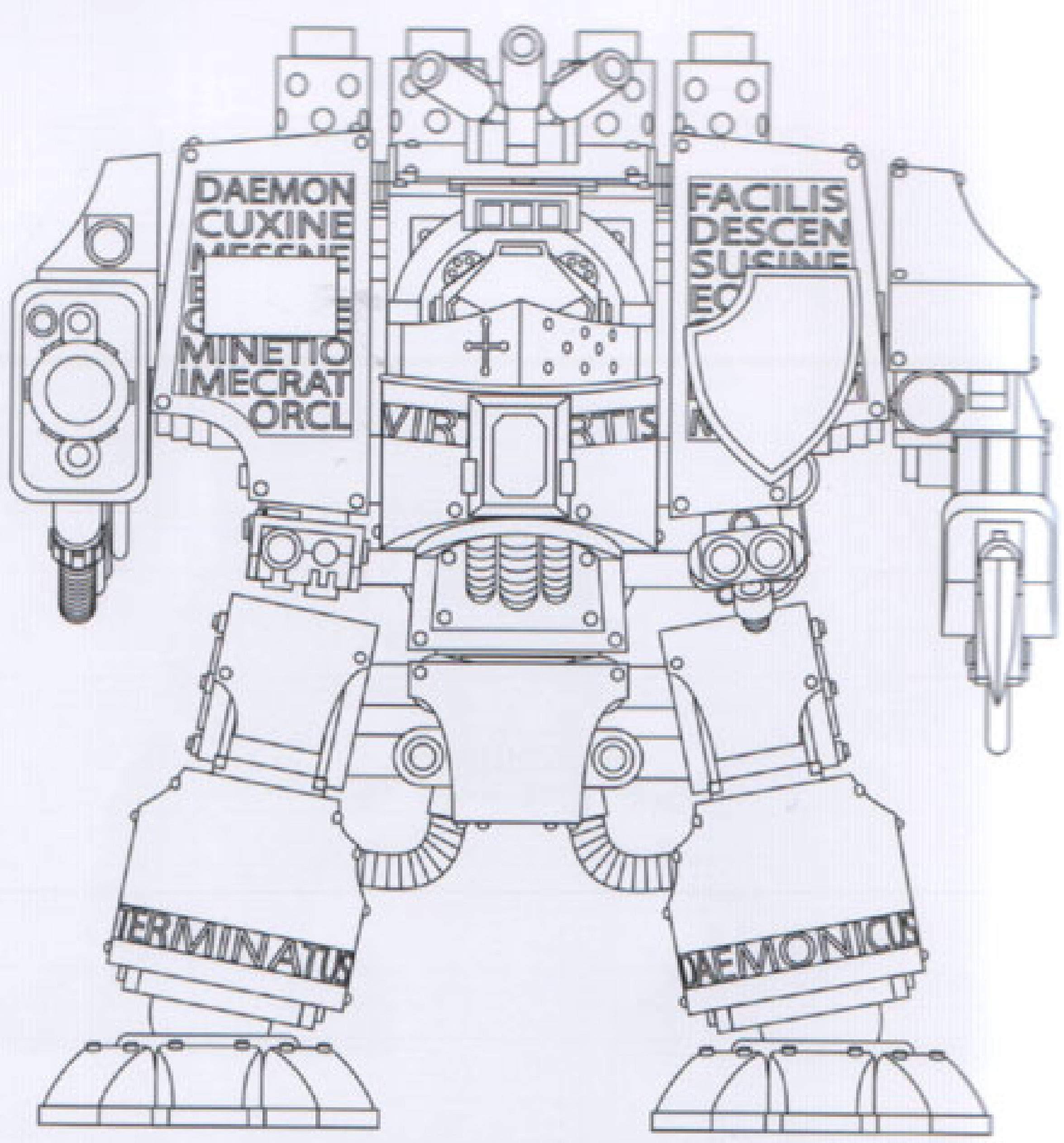

TERMINATUS
DAEMONICIDE

MkIV Dreadnought of the Grey Knights Chapter, bearing the heraldry of Grand Master Aeneas, who led the Chapter for 55 years during M37, before being interred within his Dreadnought armour after a confrontation with Ahriman the Arch-Sorcerer.

MkIV Dreadnought with lascannon and power fist


DAEMON
CUXINE
MINETIO
IMECRAT
ORCL
FACILIS
DESCEN
VIR
RTIS
TERMINATUS
DAEMONICUS

MkIV Dreadnought with pyscannon and power halberd


DAEMON
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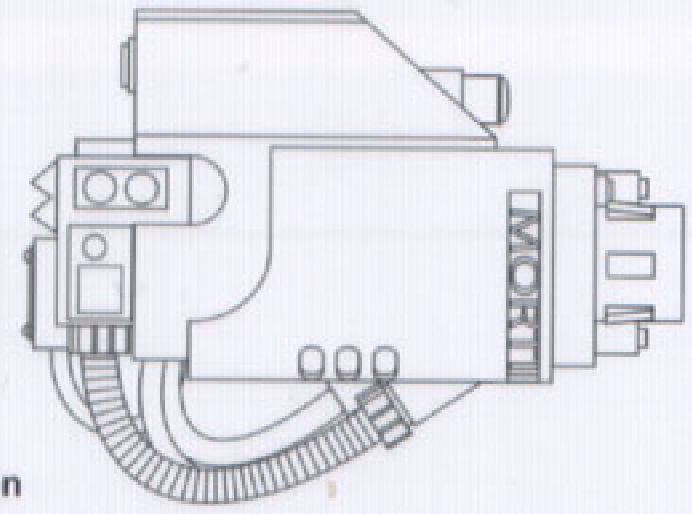
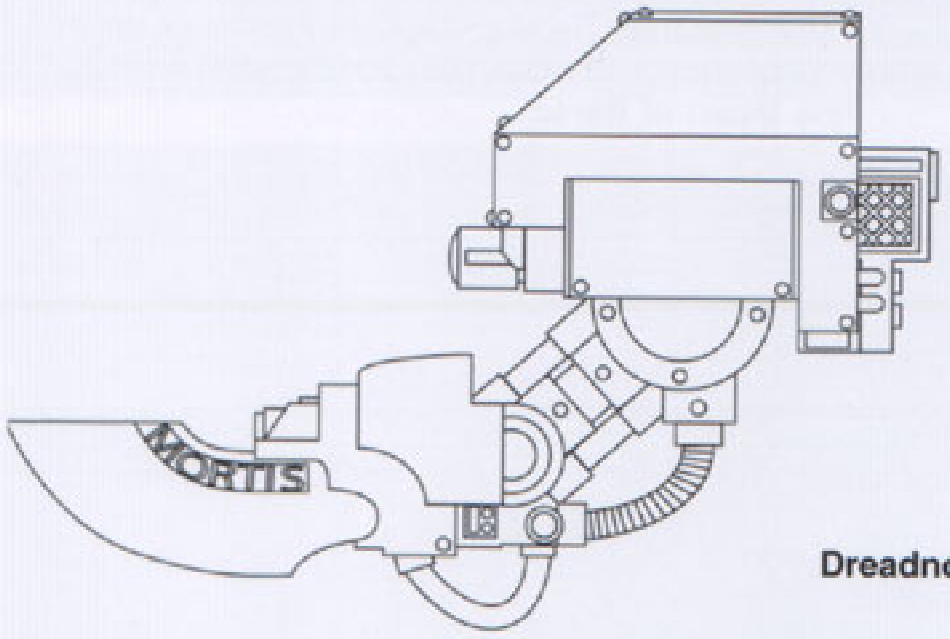
TERMINATUS
DAEMONICUS



Dreadnought psycannon



Dreadnought power halberd

GREY KNIGHTS DREADNOUGHT									
	Points	WS	BS	S	Front	Side	Rear	I	A
Dreadnought	80 + wpns	5	4	6(10)	12	12	10	4	2

Thought for the day:
The dead cannot cry out for revenge; it is a duty of the living to do so for them

Type: Walker

Crew: Grey Knight Space Marine

Weapons: The Dreadnought's left arm is equipped with a Dreadnought close combat weapon with a built-in storm bolter. The Dreadnought's right arm must be equipped with one weapon from the following list: assault cannon at +30 pts; twin-linked lascannon at +50 pts; twin-linked heavy bolters at +30 pts; multi-melta at +40 pts; plasma cannon at +40 pts; twin-linked autocannons at +35 pts; psycannon at +40 pts.

Options: The Dreadnought may be equipped with any of the following vehicle upgrades from Codex: Daemon Hunters: blessed, extra armour, hunter-killer missile, psycannon bolts, sacred hull, searchlight, or smoke launchers. No upgrades may be chosen more than once per Dreadnought.

The storm bolter may be upgraded to a heavy flamer at an additional cost of +10 pts, or to an incinerator at an additional cost of +15 pts.

The Dreadnought's close combat weapon can be upgraded to a missile launcher at an additional cost of +10 pts.

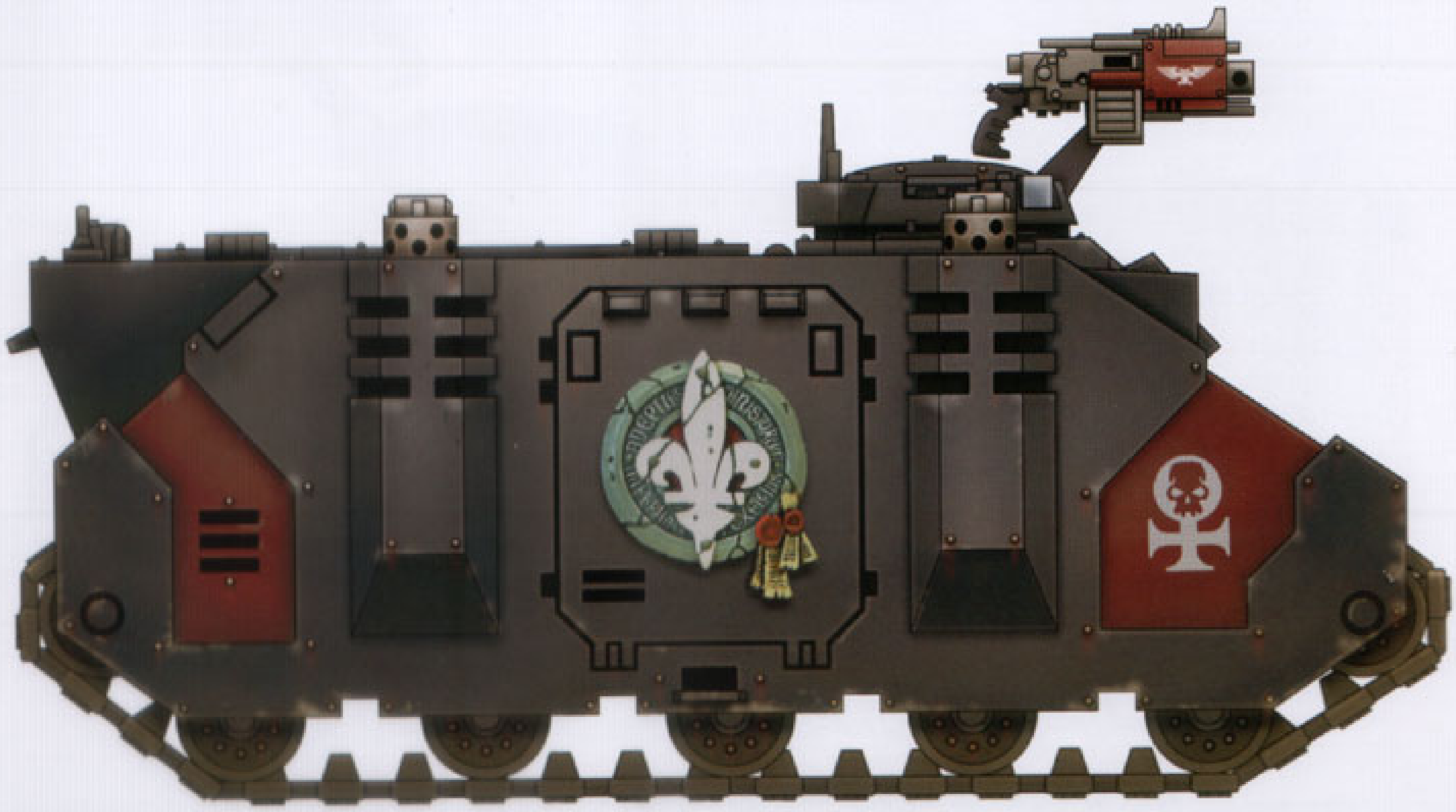
Heavy Support: A Grey Knights Dreadnought is a Heavy Support choice for a Daemon Hunters army but may only be taken if the army includes a Grey Knight Hero.

SPECIAL RULES

Weapon	Range	Str	AP	Special
Psycannon	36"	6	4	Heavy3

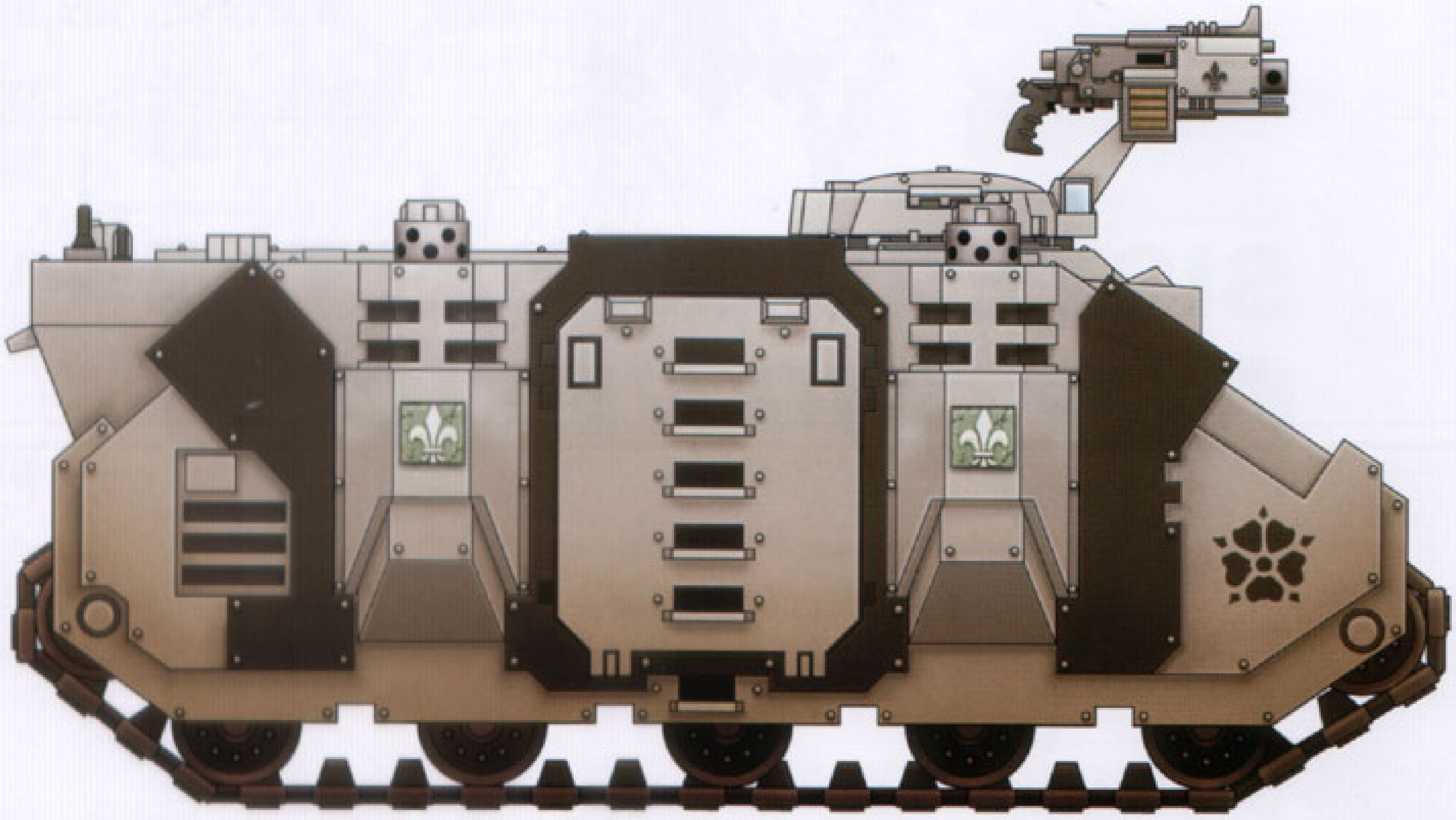
Only Armour Saves may be taken against psycannon hits, not Invulnerable Saves.

SISTERS OF BATTLE FIGHTING VEHICLES

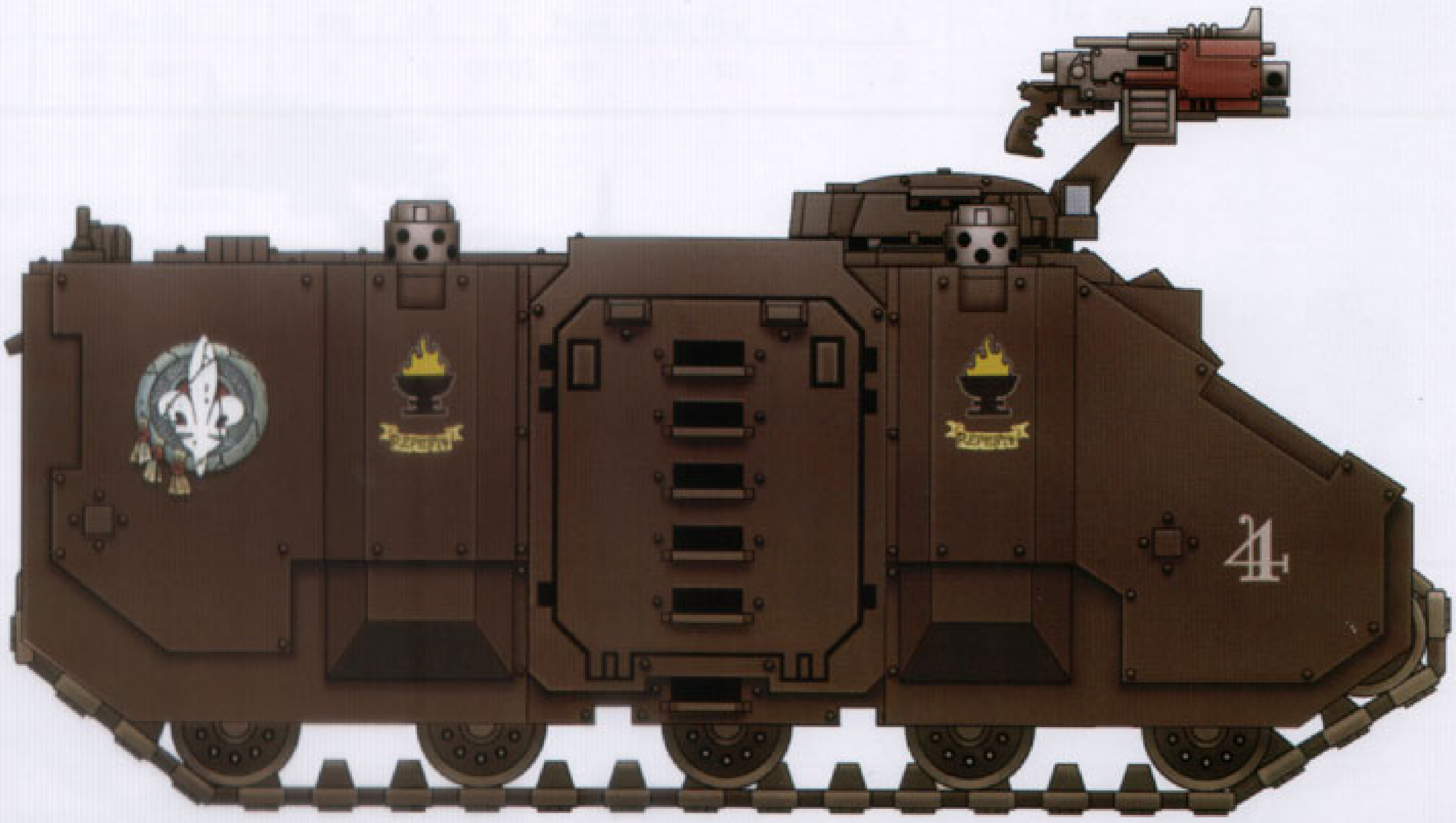


Rhino of the Order of Our Martyred Lady. The red trim is symbolic of the blood split by the order's martyrs. The fleur-de-lys is a cast from the Convent Sanctorum on Ophelia VII. 13th Black Crusade.

SISTERS OF BATTLE
RHINO

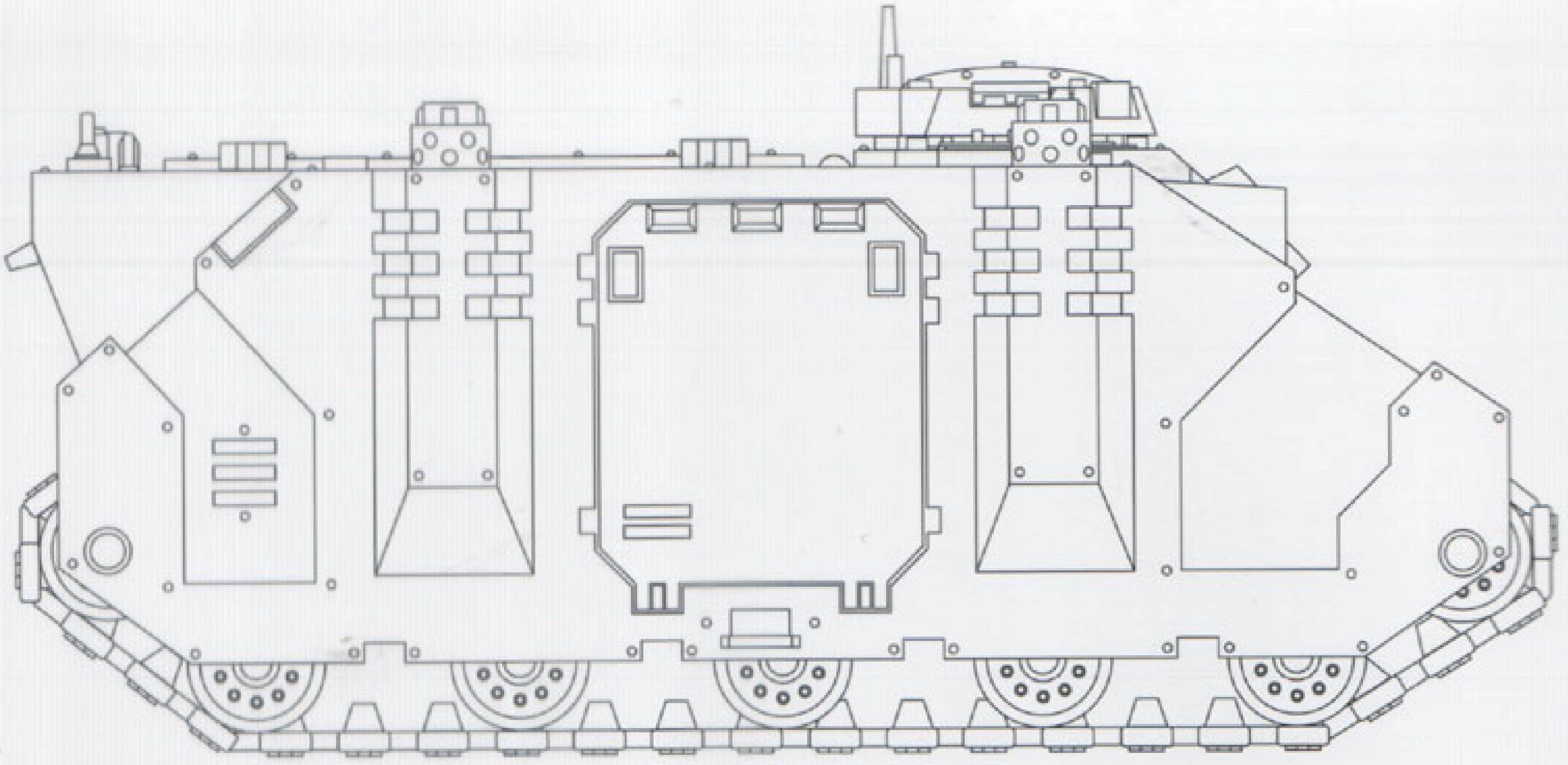


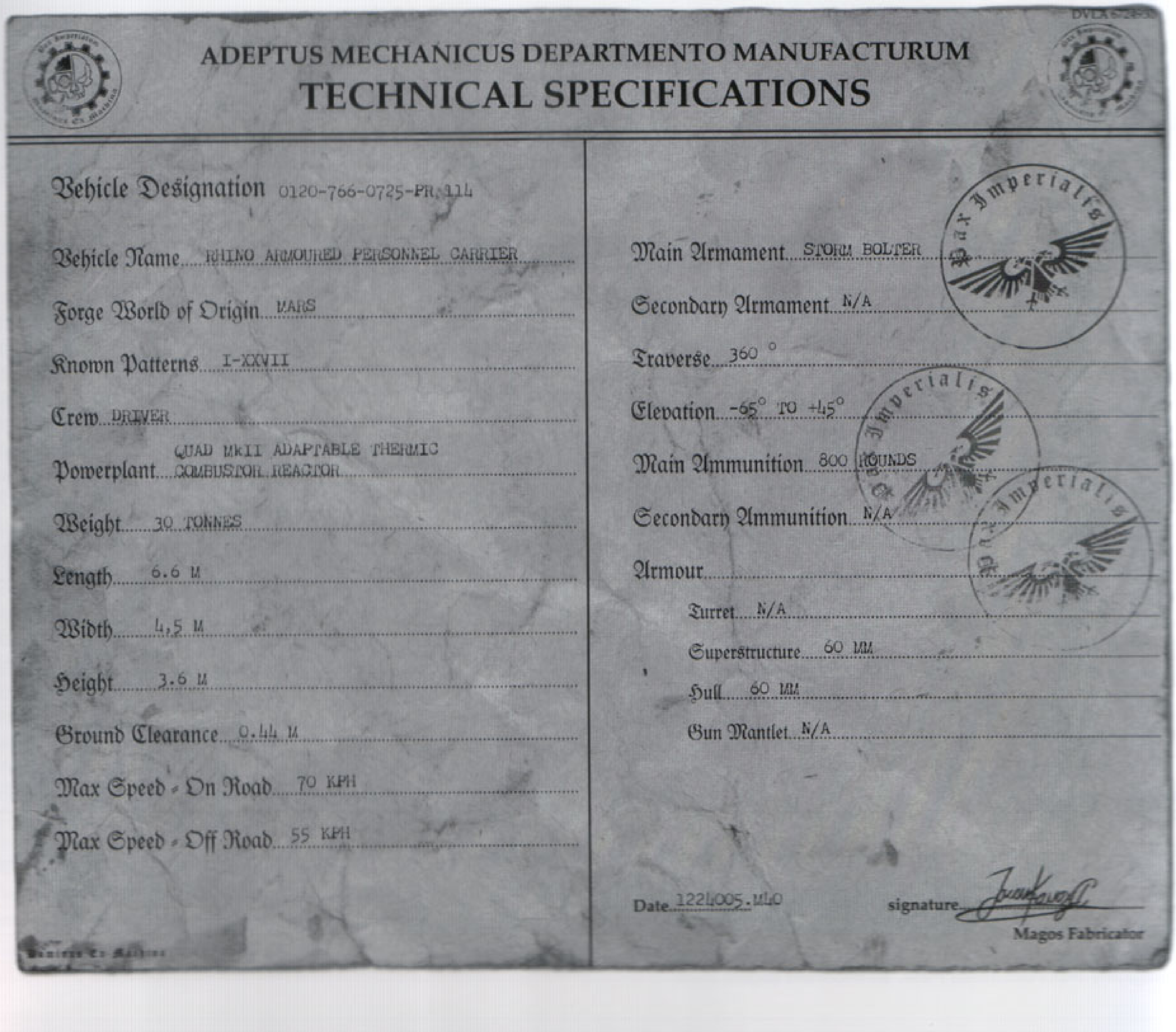
Rhino of the Order of the Sacred Rose. This vehicle has reinforced armour.
Deployed as part of the defence force of the cathedral world of Valedor, against Hive Fleet Leviathon.



Rhino of the Order of the Ebon Chalice. This vehicle has spaced armour and bears a fleur-de-lys cast from the Convent Prioris on Terra. The vehicle bears the name 'Repenta'.

MkIIc Mars pattern Rhino





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ADEPTUS MECHANICUS DEPARTMENTO MANUFACTURUM

TECHNICAL SPECIFICATIONS

Vehicle Designation 0120-766-0725-PR.114

Vehicle Name RHINO ARMOURED PERSONNEL CARRIER

Forge World of Origin MARS

Known Patterns I-XXVII

Crew DRIVER

Powerplant QUAD MkII ADAPTABLE THERMIC COMBUSTOR REACTOR

Weight 30 TONNES

Length 6.6 M

Width 4.5 M

Height 3.6 M

Ground Clearance 0.44 M

Max Speed - On Road 70 KPH

Max Speed - Off Road 55 KPH

Main Armament STORM BOLTER

Secondary Armament N/A

Traverse 360 °

Elevation -65° TO +45°

Main Ammunition 800 ROUNDS

Secondary Ammunition N/A

Armour

Turret N/A

Superstructure 60 MM

Hull 60 MM

Gun Mantlet N/A

Date 1224005.M40

signature

Magos Fabricator

RHINO

	Points	Front Armour	Side Armour	Rear Armour	BS
Rhino	50	11	11	10	4

Thought for the day:
It is better that one hundred
innocents fall before the wrath of
the Emperor than one traitor kneels
before the lords of darkness

Type: Tank

Crew: Sisters of Battle

Weapons: The Rhino is armed with a storm bolter.

Options: The Rhino may be given any of the following from Codex: Witch Hunters: dozer-blade, extra armour, blessed ammunition, holy promethium, holy icon, hunter-killer missile, laud hailer, pintle-mounted storm bolter, searchlight, smoke launchers.

Transport: The Rhino can carry up to ten models. It may not carry models in Terminators armour.

Transport Option: The Rhino is a Transport choice for Sisters of Battle squads.

Access Points: 3. The Rhino has two side doors and a rear ramp, any of which can be used as access points by the passengers.

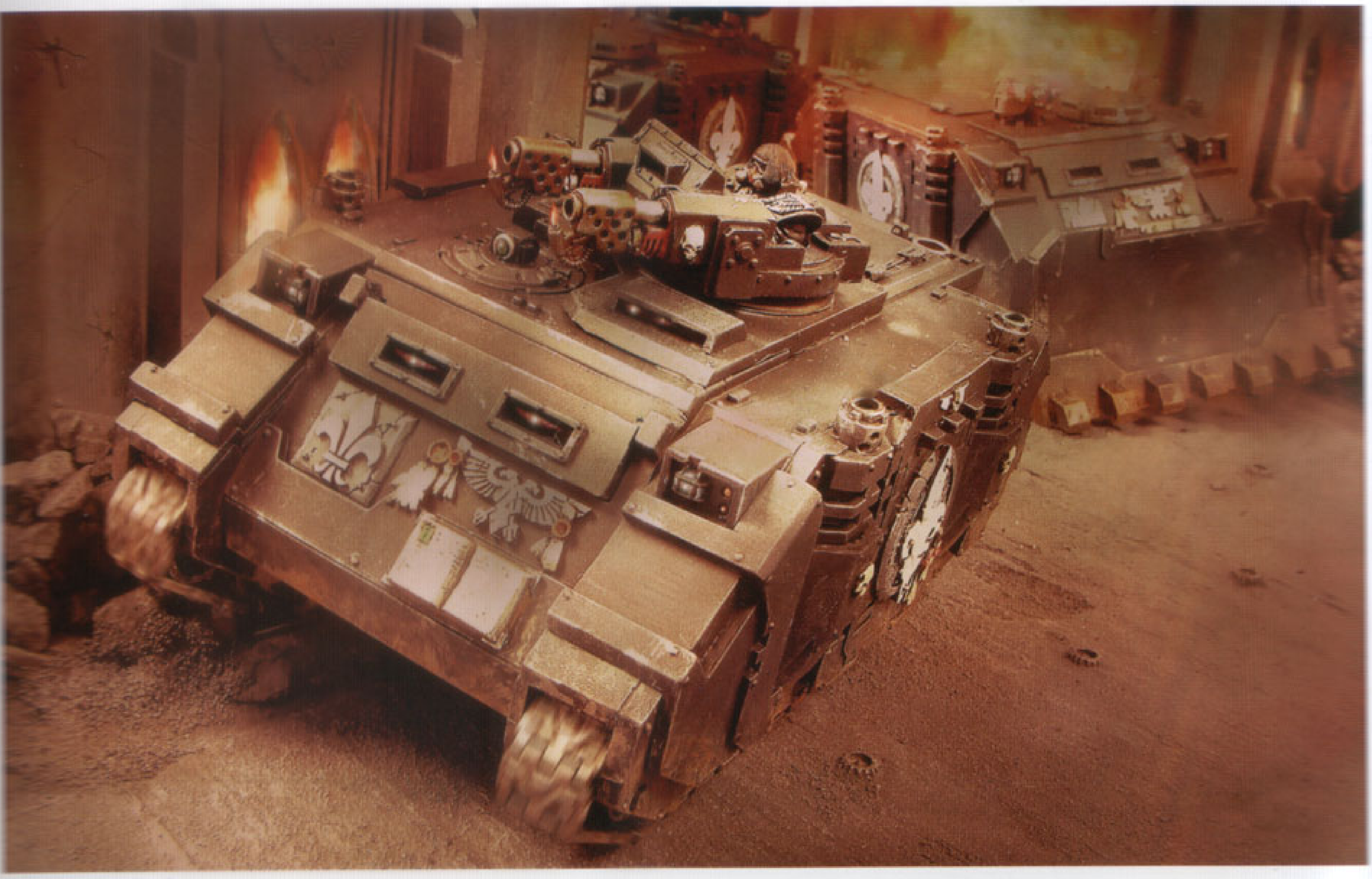
Fire Points: 1

SPECIAL RULES

Reliable Engines: The Rhino is famously tough and reliable. If a Rhino is immobilised then in subsequent turns the driver may attempt to effect a temporary repair instead of shooting. Roll a D6 in the Shooting phase and on a 6 the vehicle is free to move. It doesn't matter how the immobilisation occured – enemy fire, difficult ground or super charged engine failure – in all cases the problem may be something easily fixed.

Top: Sisters of the Order of the Ebon Chalice sally forth from their Preceptory stronghold on Belatis IV. The Priory dominates the strategically important Talisa Pass, an important pilgrim route.

IMMOLATOR



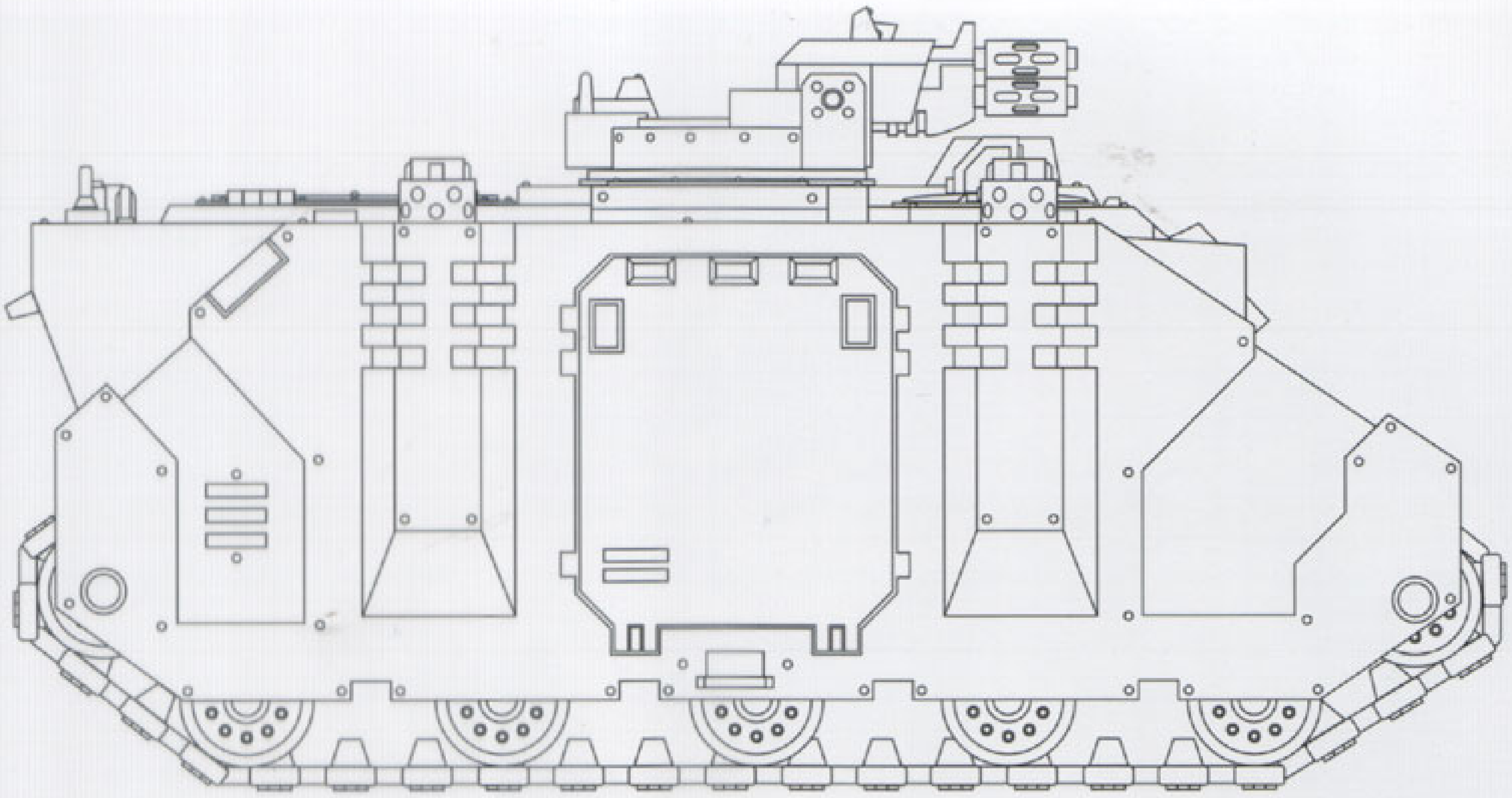
In the 35th millennium the Icaria Crusade was coming to an end. On the fringes of Ultima Segmentum, thirty years of exploration and conquest had claimed many worlds for the Emperor. On the world of Fornost a force referred to in the sources as 'the Frateris Templars' captured an ancient factory complex. Aided by a Ministorum missionary team, under Missionary Morben the Devout, they investigated the factory in detail, eventually discovering old databanks dating back to the Dark Age of Technology. Morben only reported his discovery to his superiors in the Ministorum. They knew this find would be greatly valued by the Adeptus Mechanicus, and kept the discovery on Fornost a secret, planning to use it as a future bargaining tool.

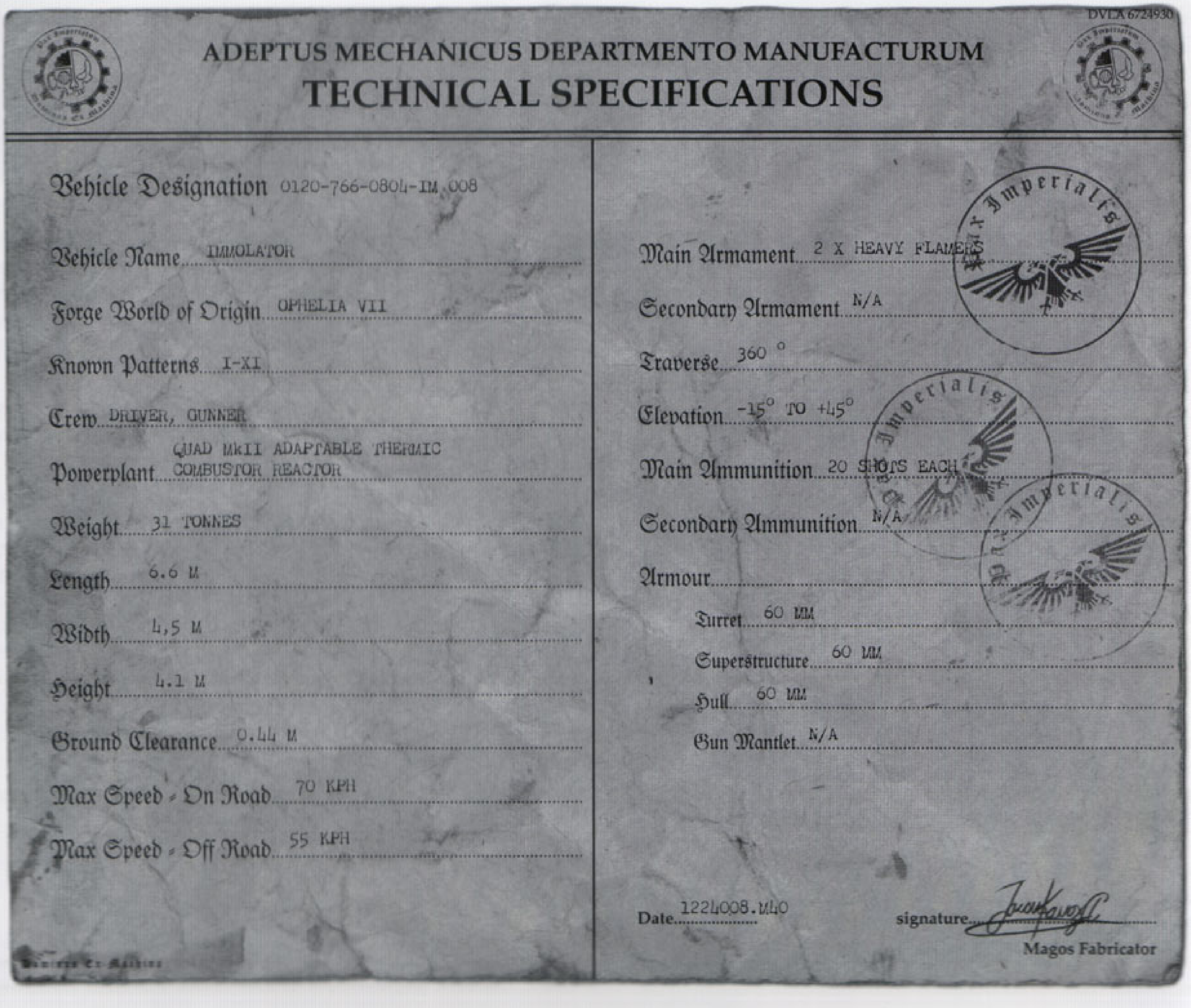
In subsequent years the rulers of the Ministorum and Adeptus Mechanicus negotiated a deal. In return for the location of the databanks and free access, the Adeptus Mechanicus would allow the Ministorum exclusive claim to any new technologies the databanks stored. In the end the only new design to be culled from the Fornosian databanks were half completed files detailing a flame-thrower tank. When these files were combined with STC designs for the Rhino already stored on Mars, the Immolator was created. The agreed contract meant the Tech Priests of Mars had to manufacture the vehicle exclusively for the Ministorum, who used it equip the Adepta Sororitas. The Fornosian Accord still stands today, and the Immolator design is still jealously guarded by the Ministorum.

Most Immolators are armed with twin heavy flamers – symbolic of holy flames for cleansing the tainted and unclean from the Emperor's worlds. Some Immolators, known as the 'Justice' pattern, are armed with fearsome multi-meltas. A few vehicles, known as the 'Sanctis' pattern, are equipped with heavy bolters.

In battle the Immolator can carry a squad of Battle Sisters, deploying them close to an objective and then advancing to support them.

Like all Sororitas vehicles the machine spirits are protected by wards, sigils and purity seals. Each vehicle is bedecked with holy icons and relics to inspire the Sisters in battle with a religous fervour. Doors and hatches are often cast to include the Order's symbol or the fleur-de-lys, the icon of the Adepta Sororitas. These are casts taken from the great Convent Sanctorum and Convent Prioris on Ophelia VII and Terra itself.





DVLA 6724930

ADEPTUS MECHANICUS DEPARTMENTO MANUFACTURUM

TECHNICAL SPECIFICATIONS

Vehicle Designation 0120-766-0804-IM.008

Vehicle Name IMMOLATOR

Forge World of Origin OPHELIA VII

Known Patterns I-XI

Crew DRIVER, GUNNER

Powerplant QUAD MkII ADAPTABLE THERMIC COMBUSTOR REACTOR

Weight 31 TONNES

Length 6.6 M

Width 4,5 M

Height 4.1 M

Ground Clearance 0.44 M

Max Speed - On Road 70 KPH

Max Speed - Off Road 55 KPH

Main Armament 2 X HEAVY FLAMERS

Secondary Armament N/A

Traverse 360 °

Elevation -15° TO +45°

Main Ammunition 20 SHOTS EACH

Secondary Ammunition N/A

Armour

Turret 60 MM

Superstructure 60 MM

Hull 60 MM

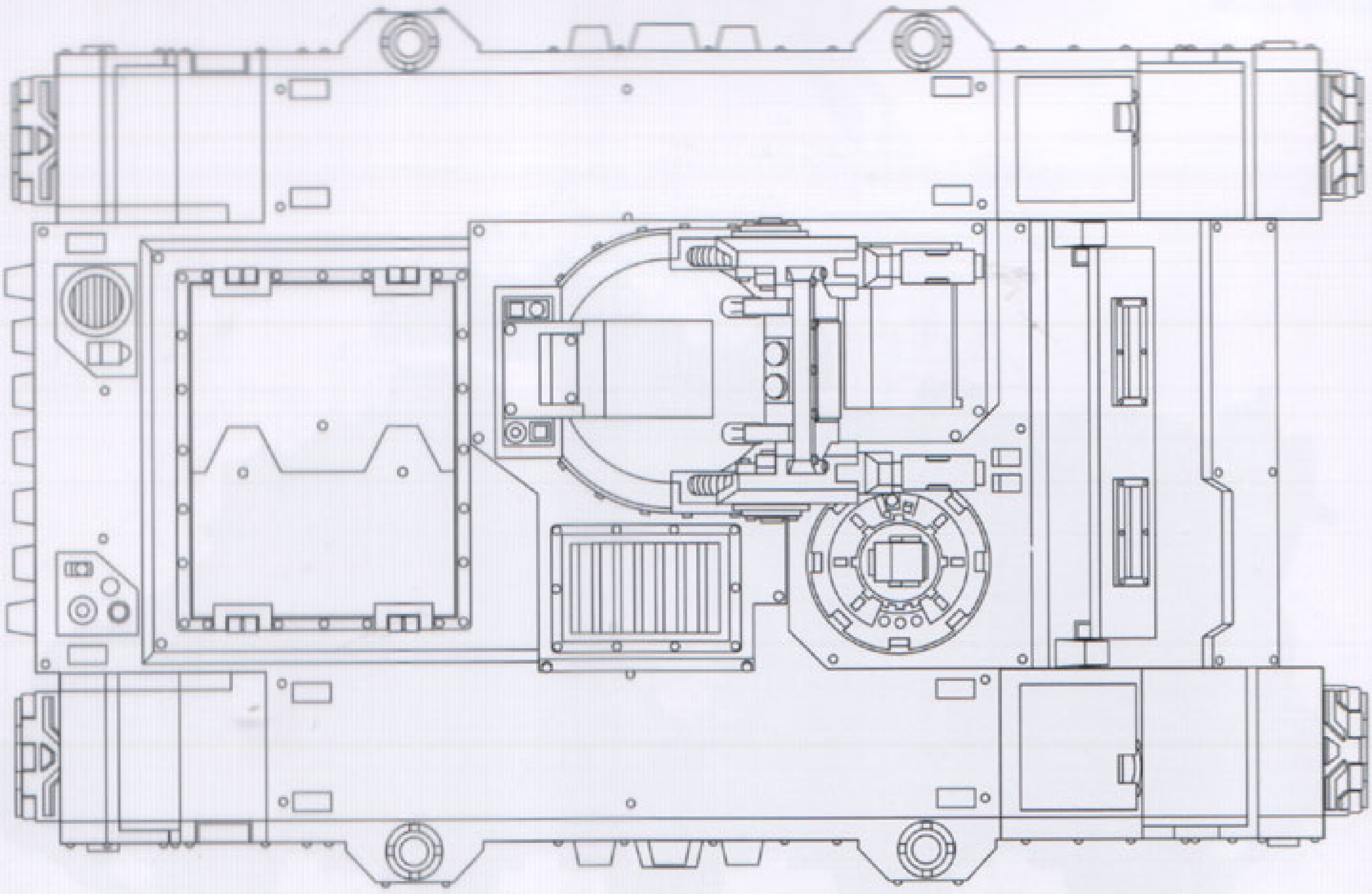
Gun Mantlet N/A

Date 1224008.M40

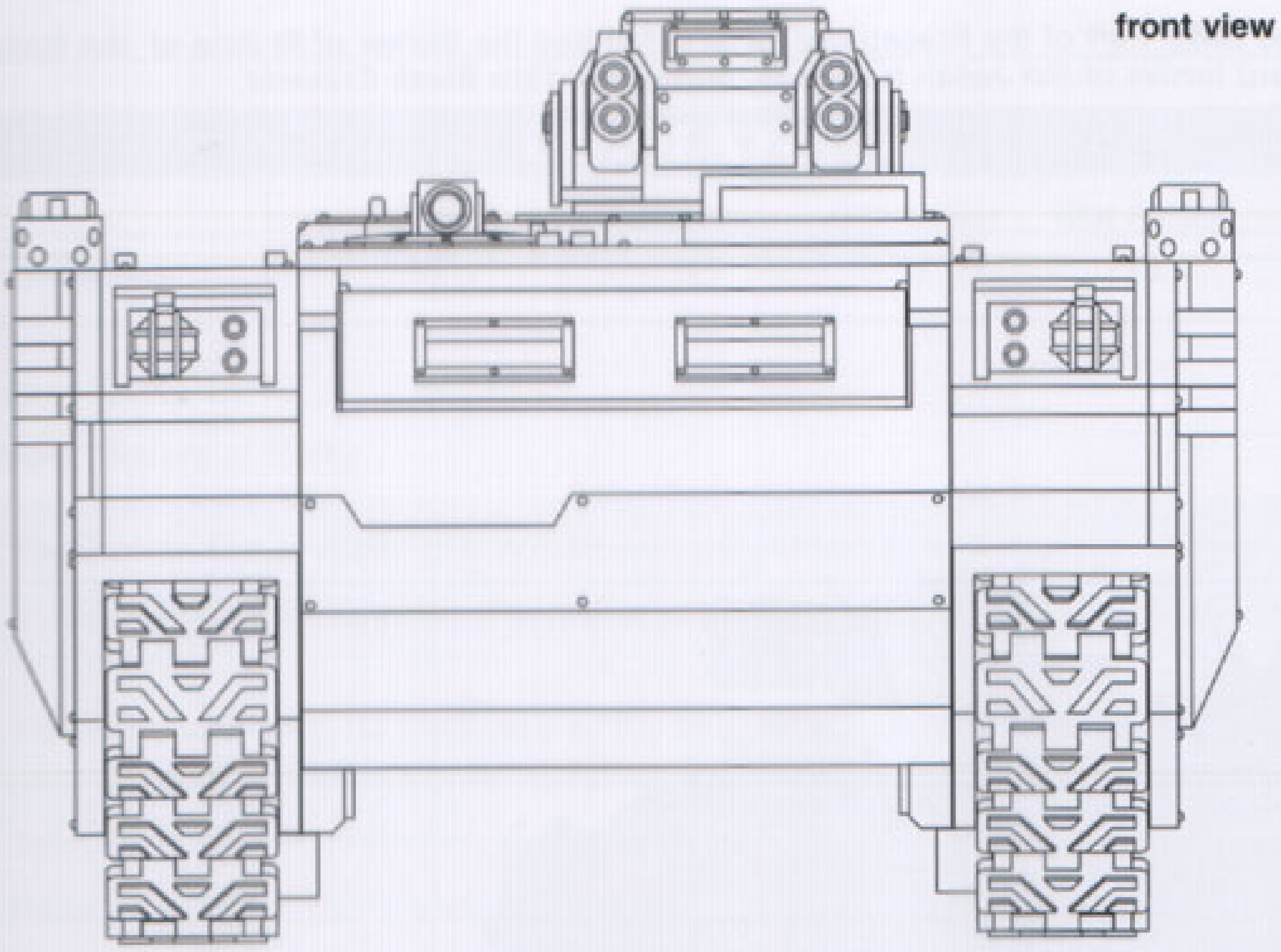
signature

Magos Fabricator

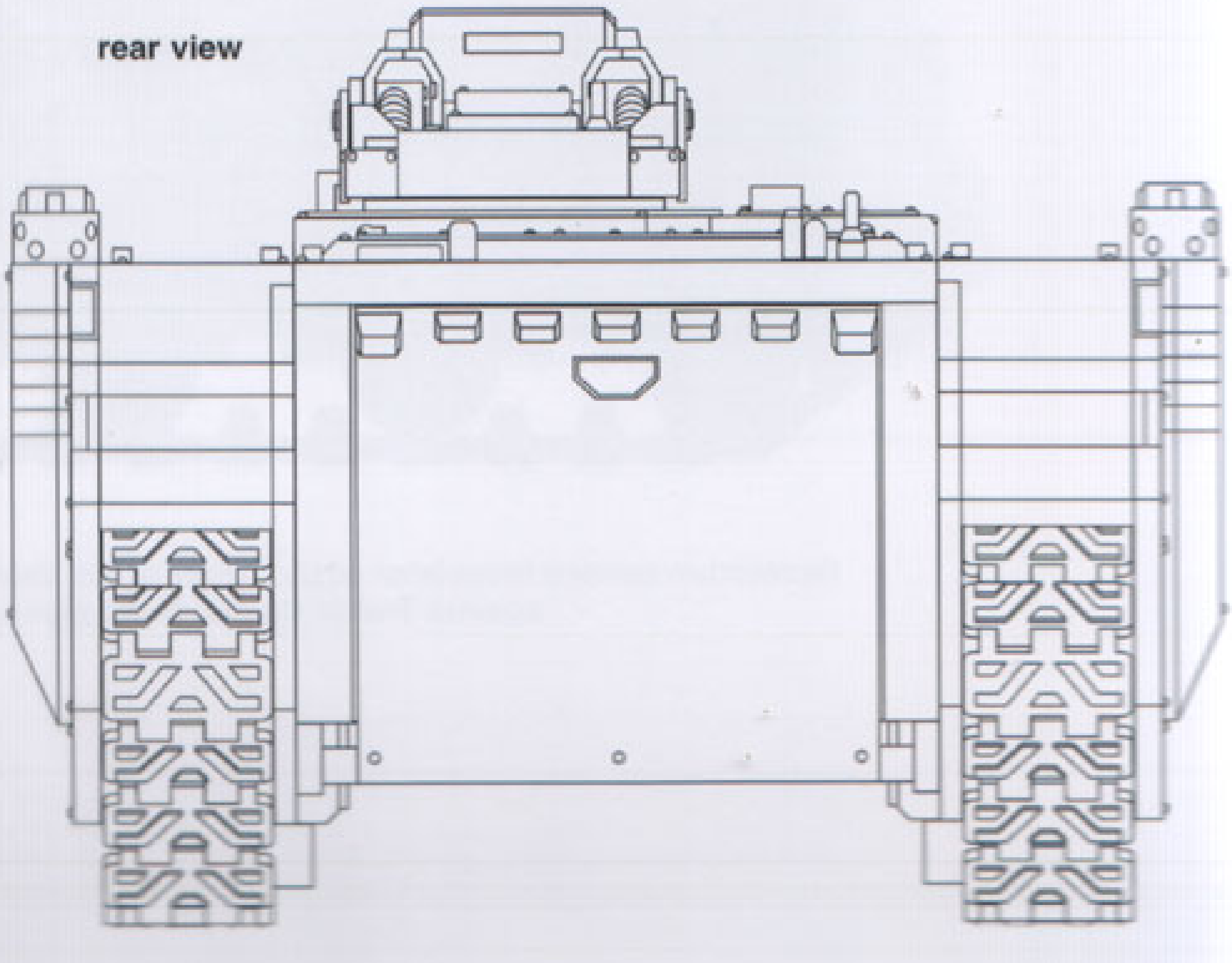
MkIIc Sanctorum pattern Immolator - top view

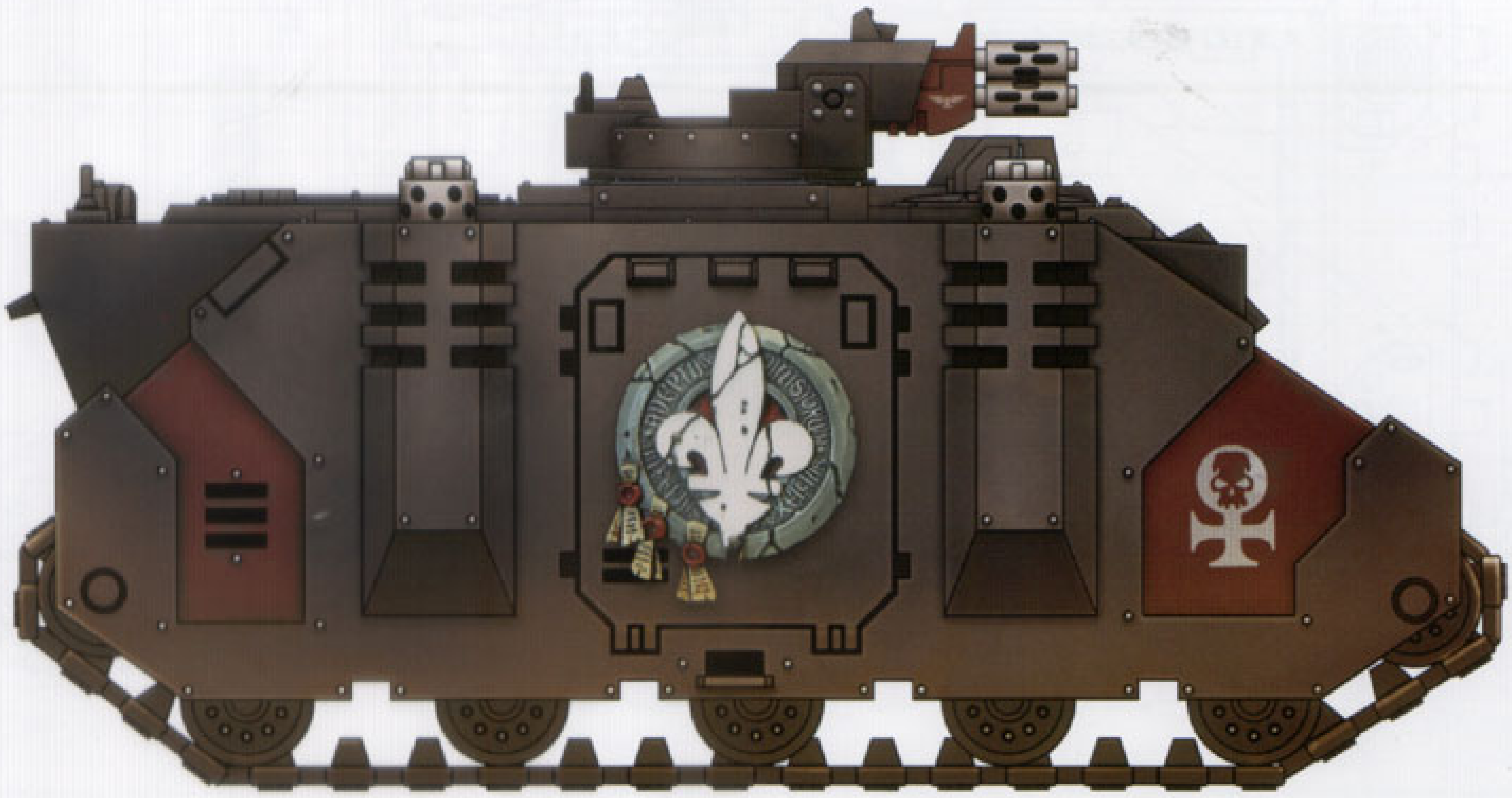


front view

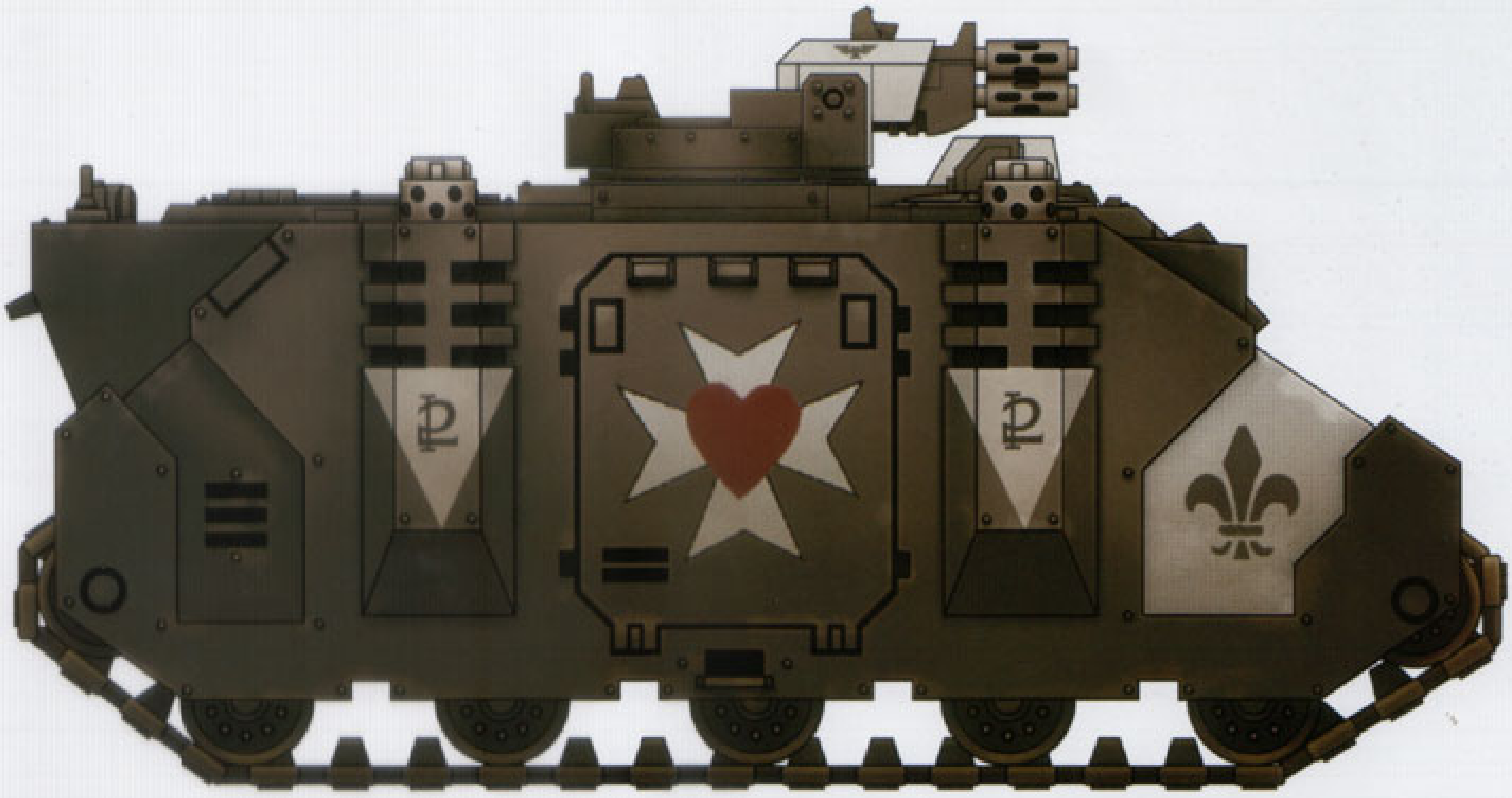


rear view



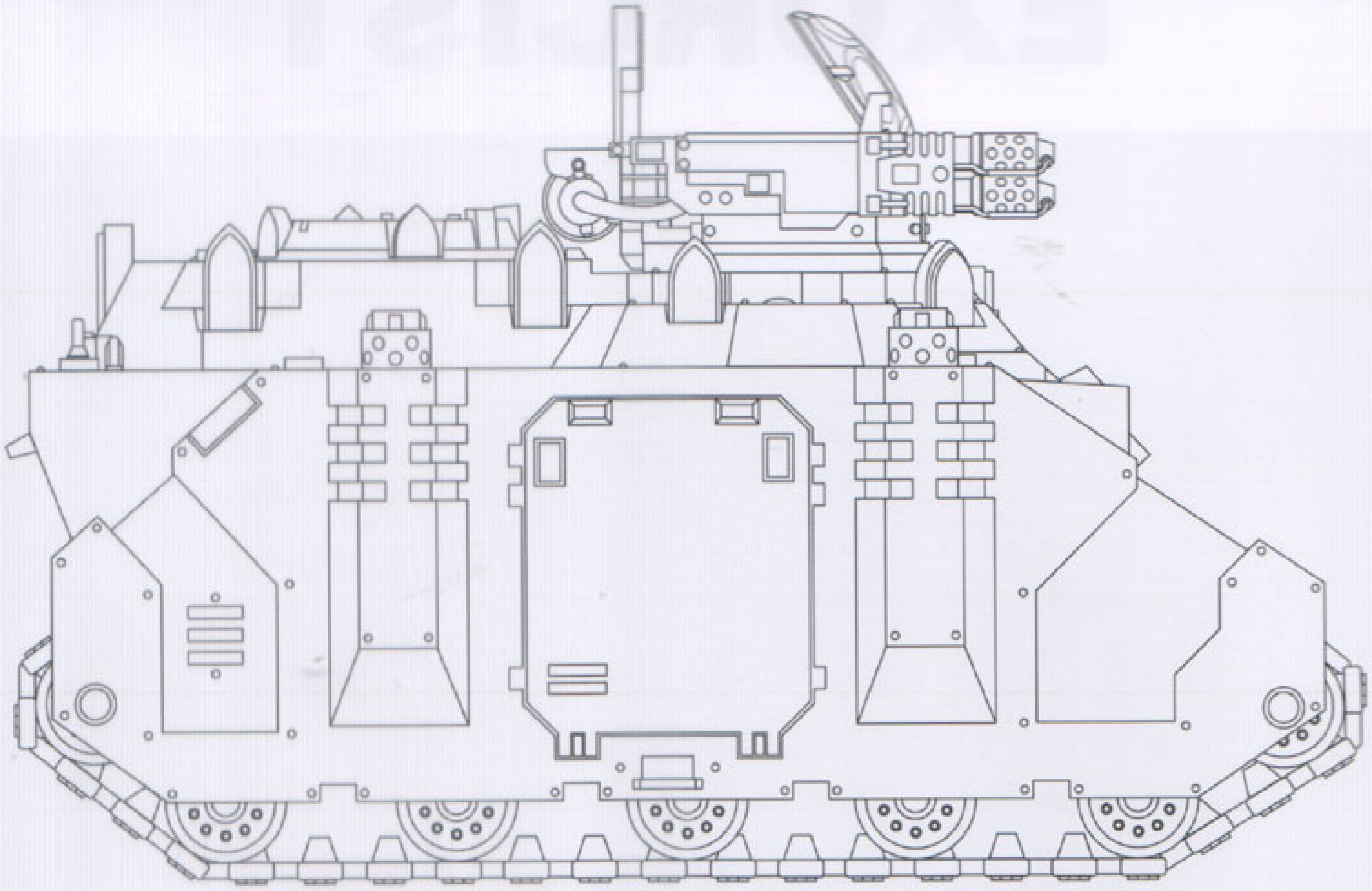


Sanctorum pattern Immolator of the Order of Our Matyred Lady. Part of the Preceptory force defending the Shrine of St Iona of the Bans on Kromat II, against Traitor Imperial Guard forces of the Jenen Ironclads, during the 13th Black Crusade.



Sanctorum pattern Immolator of the Order of the Valourous Heart. First Savaven Crusade against Traitor forces of the planet's rebel Governor.

Mkilla Mars pattern Immolator



IMMOLATOR

	Points	Front Armour	Side Armour	Rear Armour	BS
Immolator	65	11	11	10	4

Thought for the day:
What a pity it is that we can die
but once to serve our Emperor!

Type: Tank

Crew: Sisters of Battle

Weapons: The Immolator is armed with twin-linked heavy flamers.

Options: The Immolator may upgrade its twin-linked heavy flamers to twin-linked heavy bolters at +5 pts, or twin-linked multi-meltas at +20 pts.

The Immolator may be given any of the following from Codex: Witch Hunters: dozer-blade, extra armour, blessed ammunition, holy promethium, holy icon, hunter-killer missile, laud hailer, pintle-mounted storm bolter, searchlight, smoke launchers.

Transport: The Immolator can carry up to six models. It may not carry models in Terminators armour.

Heavy Support: The Immolator is a Heavy Support choice for a Witch Hunters army.

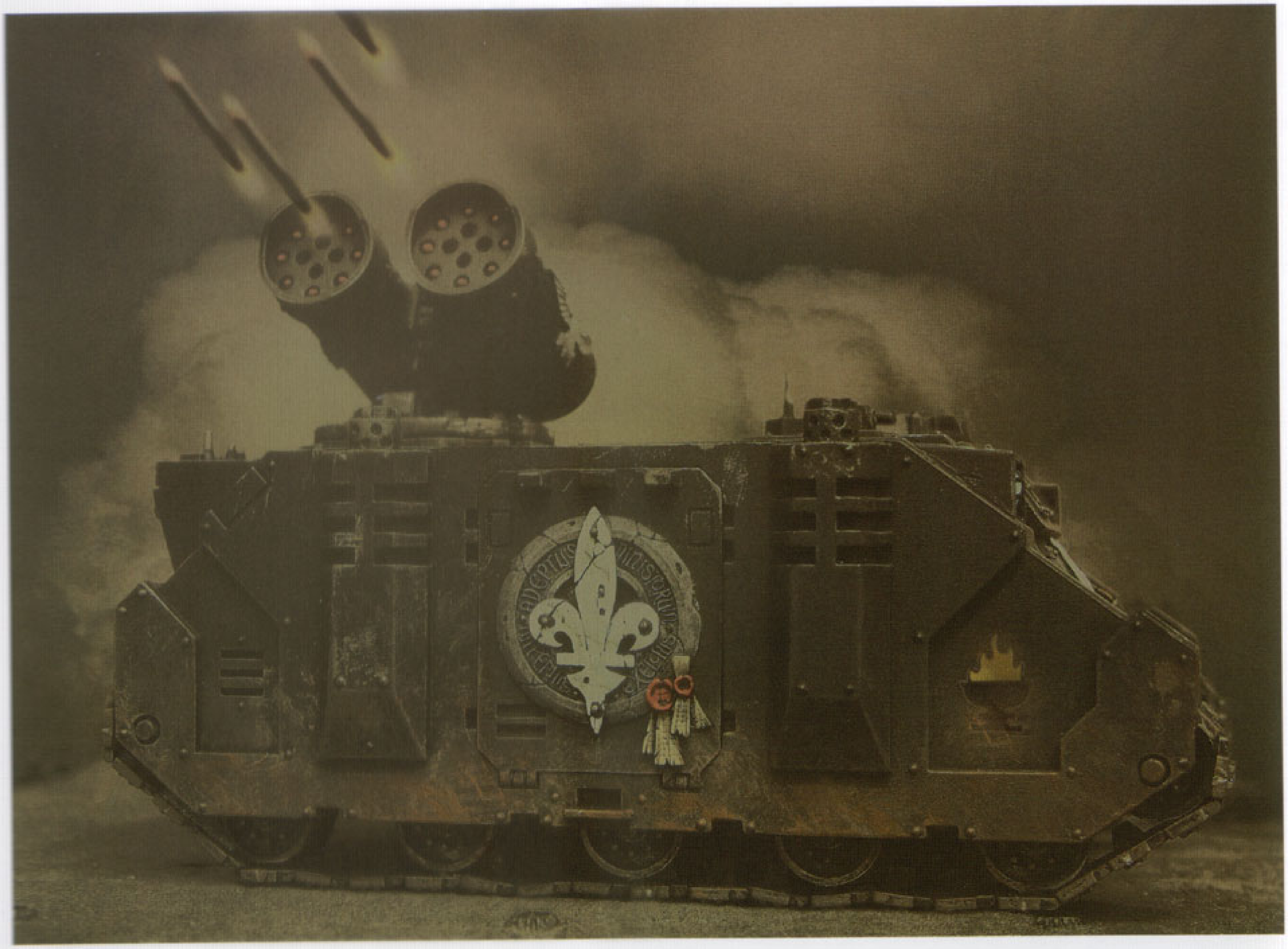
Access Points: 3. The Immolator has two side doors and a rear ramp, any of which can be used as access points by the passengers.

Fire Points: 1

SPECIAL RULES

Twin heavy flamers: The Immolator's twin heavy flamers are fired like an ordinary heavy flamer. However, any failed rolls to wound or to penetrate a vehicle's armour may be re-rolled. Because accurate aiming is not essential for the weapon's effectiveness, the Immolator may move 12" and still fire its twin heavy flamers.

EXORCIST



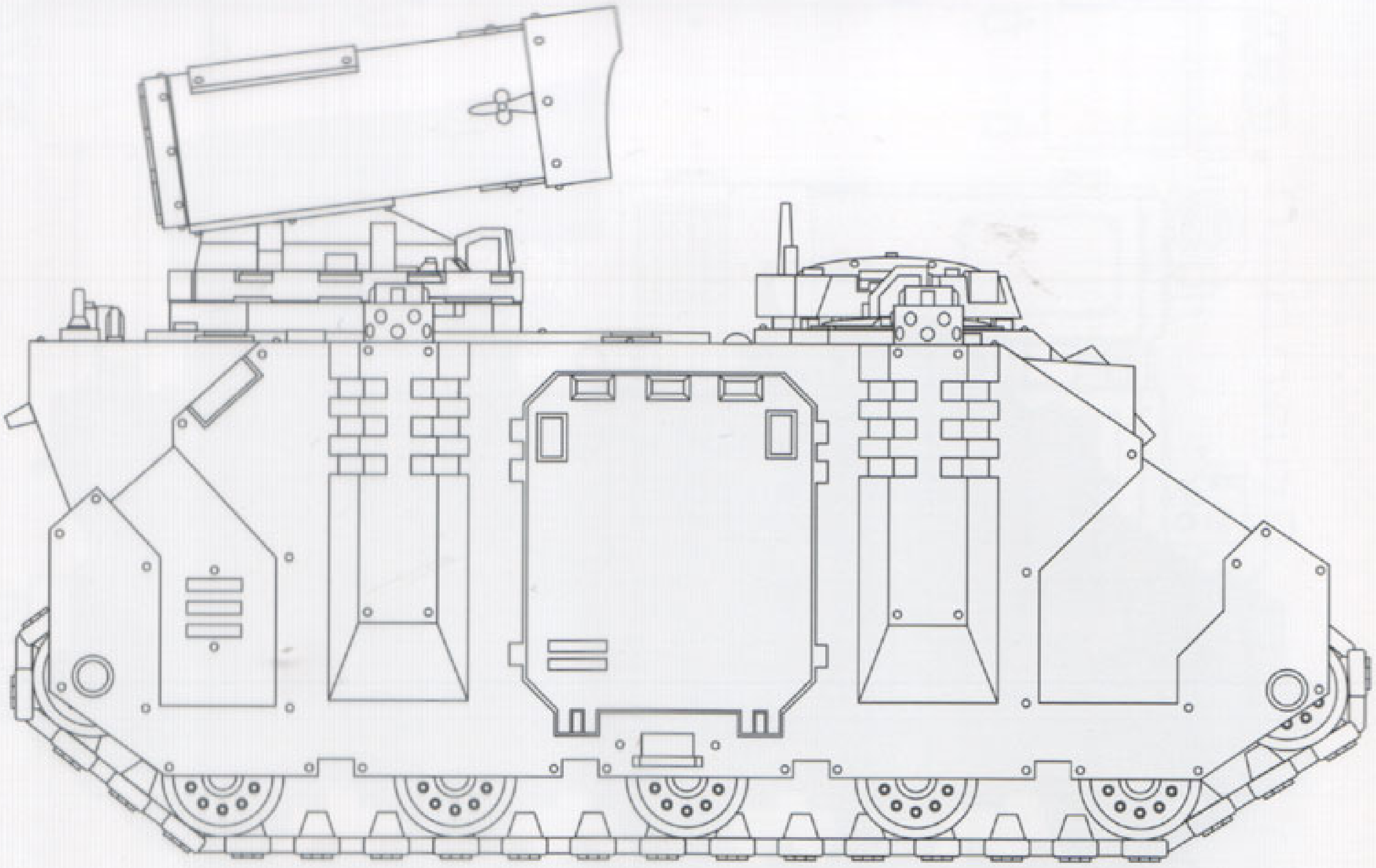
With the exception of the Rhino, the Exorcist is the oldest vehicle in the service of the Adepta Sororitas, with a long history stretching pack to the Age of Apostasy. Some Exorcists in service today are the original vehicles from that period, and as such are greatly venerated. These are now ancient machines of war and are barely understood by the Adeptus Mechanicus Tech Priests of today. Being so old these Exorcists have a reputation as temperamental and difficult, with a Machine Spirit that requires constant attention to prevent malfunction or corruption. It is only by constant work and prayer that these venerable Exorcists can still take to the field of battle.

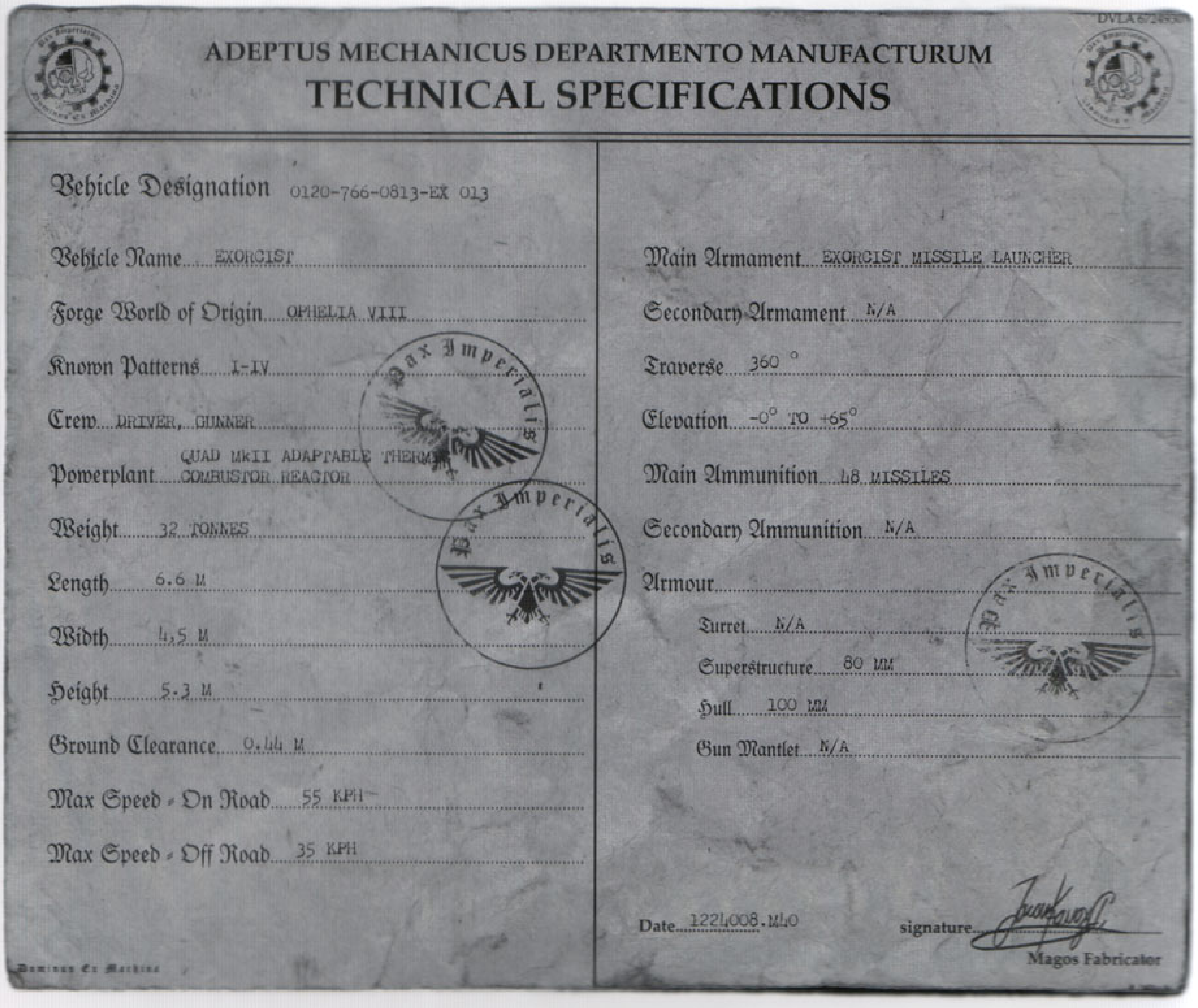
This is especially true of those Exorcists original built on Mars, referred to as the Prioris pattern. With its proximity to Terra these vehicles are regarded as the holiest of the Adeptius Ministorum's war machines, being blessed by the divine presence of the Emperor so close by whilst the vehicle was constructed. Each is an individual work of art, lovingly engraved with images from an Order's history or illustrating the life of the Emperor. Each Exorcist is more than a battlefield weapon, it is a divine symbol of the Emperor's power.

Other patterns of the Exorcist also exist, like the Sanctorum pattern, which remains a fearsome weapon of war, but the Ecclesiarchy do not considered them to be a potent symbol of the Emperor's power like the earlier Prioris pattern. The Orders Militant of the Adepta Sororitas use all patterns of the vehicle.

Like the Immolator the Exorcist is part of the Ministorum's unique canon of war machines, a tool for prosecuting holy war, and it would be inappropriate for other armed forces, such as the great unwashed masses of the Imperial Guard, or the Space Marine Chapters, with their deviant customs and worship of 'patriarch' figures, to have access to a holy weapon, and risk tainting the Machine Spirits or incurring the displeasure of the Emperor.

MkIId Sanctorum pattern Exorcist





DVLA 672458

ADEPTUS MECHANICUS DEPARTMENTO MANUFACTURUM

TECHNICAL SPECIFICATIONS

Vehicle Designation 0120-766-0813-EX 013

Vehicle Name EXORCIST

Forge World of Origin OPHELIA VIII

Known Patterns I-IV

Crew DRIVER, GUNNER

Powerplant QUAD MkII ADAPTABLE THERMO COMBUSTOR REACTOR

Weight 32 TONNES

Length 6.6 M

Width 4.5 M

Height 5.3 M

Ground Clearance 0.44 M

Max Speed - On Road 55 KPH

Max Speed - Off Road 35 KPH

Main Armament EXORCIST MISSILE LAUNCHER

Secondary Armament N/A

Traverse 360 °

Elevation -0° TO +65°

Main Ammunition 48 MISSILES

Secondary Ammunition N/A

Armour

Turret N/A

Superstructure 80 MM

Hull 100 MM

Gun Mantlet N/A

Pax Imperialis

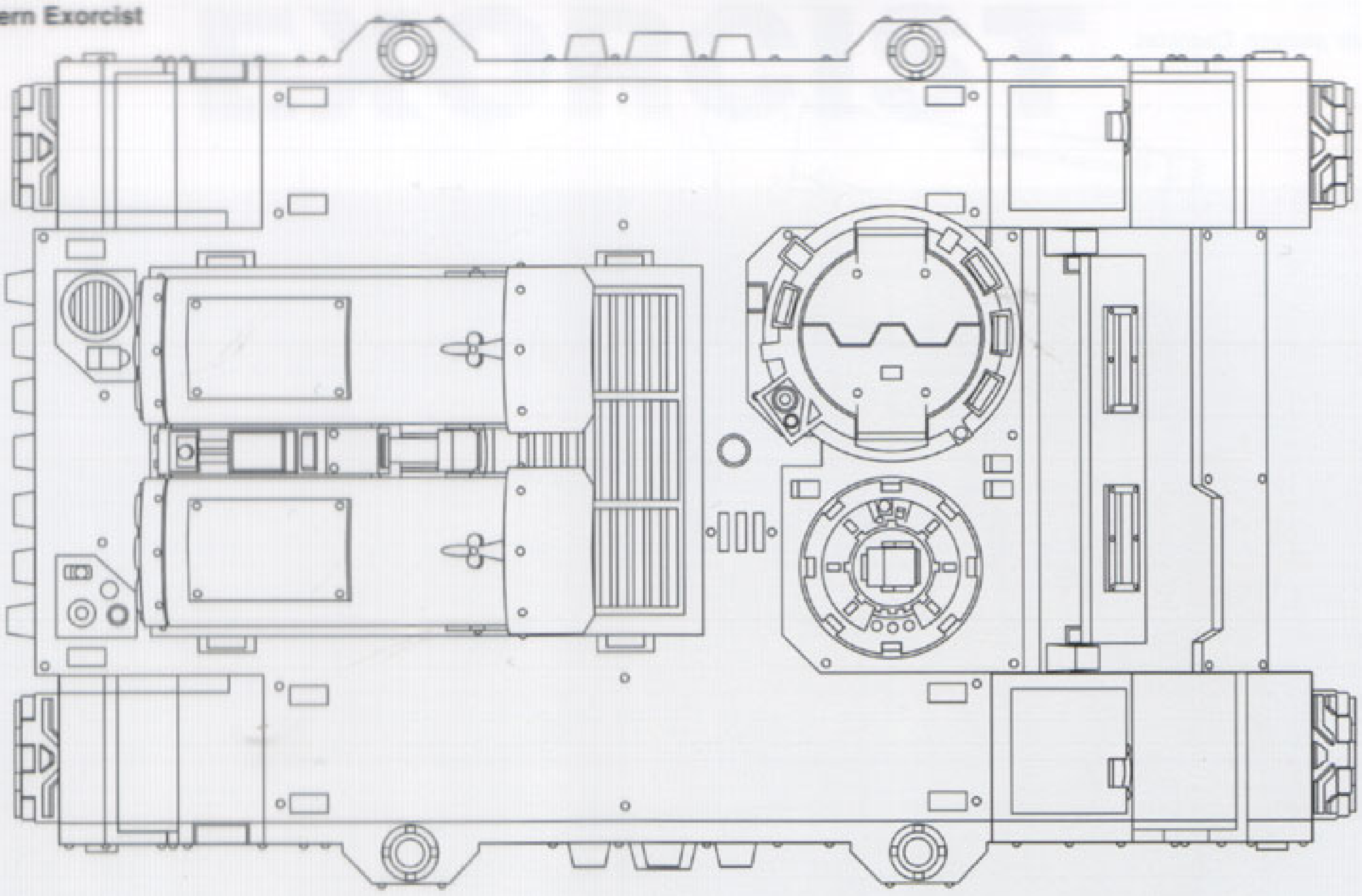
Date 1224008.M40

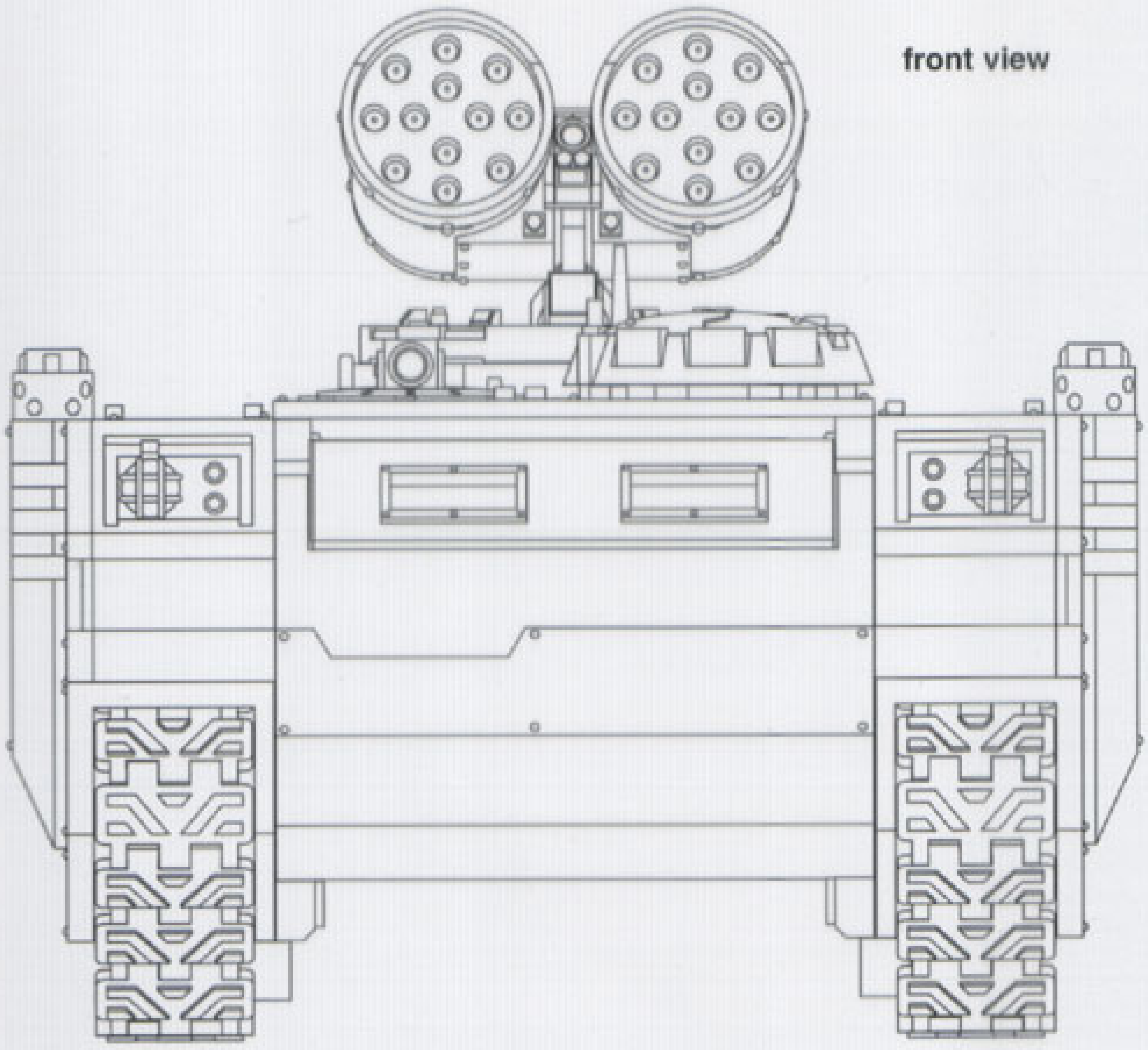
signature

Magos Fabricator

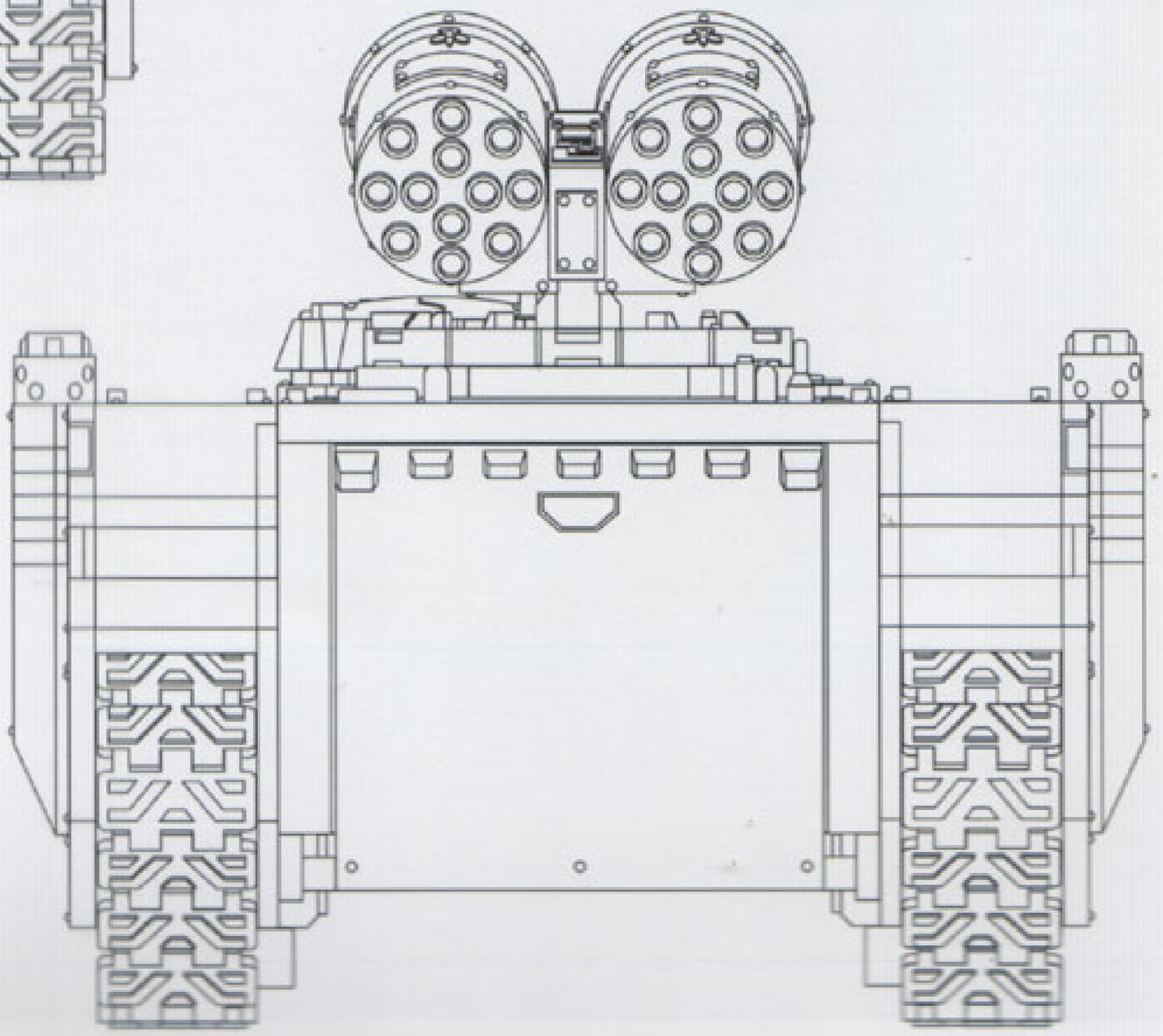
Dominus Ex Machina

MkIId Dominica pattern Exorcist

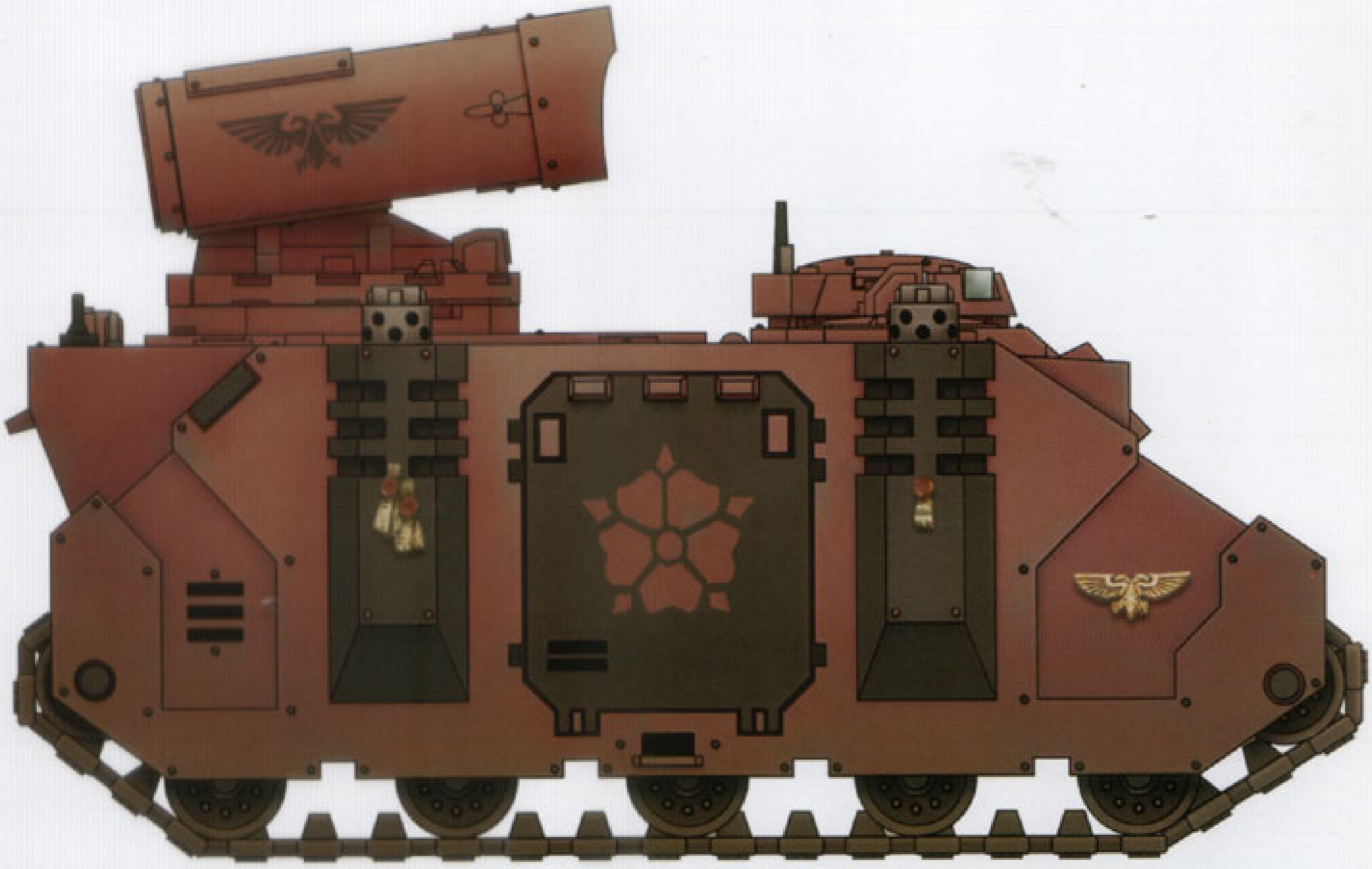




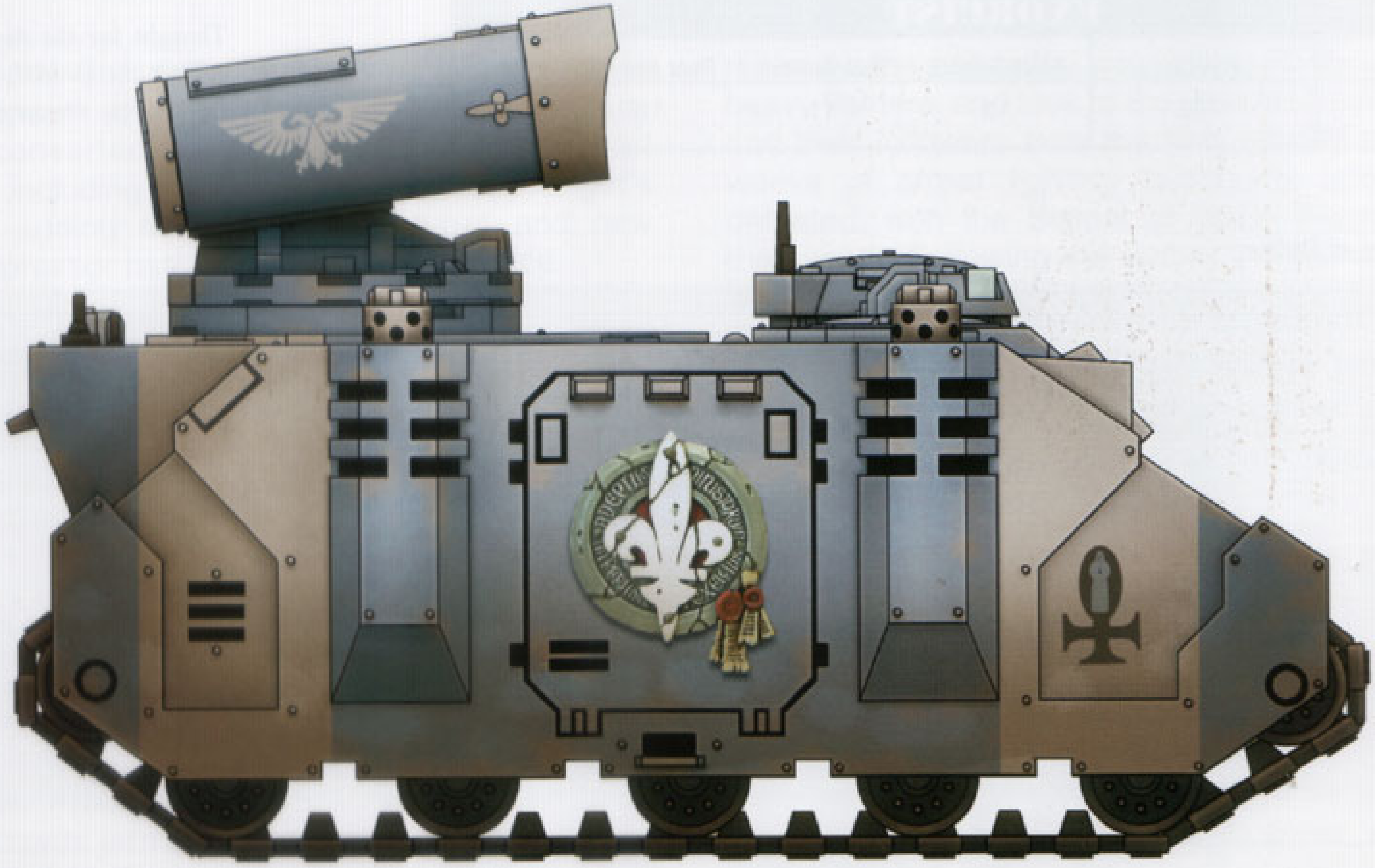
front view



rear view



Exorcist of the Order of the Sacred Rose. As one of the six major Orders Militant, the sisterhood of the Sacred Rose are based on the Ecclesiarchal world of Ophelia VII, but have Preceptories and Commanderies scattered across the Imperium.



Exorcist of the Order of the Blue Robe, a Militant Order Minoris under the auspices of the Convent Sanctorum of Terra. The Order aided Inquisitor Halen Jentz during the Second Abonian Genocide.

EXORCIST

	Points	Front Armour	Side Armour	Rear Armour	BS
Exorcist	135	13	11	10	4

Thought for the day:
Over the faithful,
fear has no dominion

Type: Tank

Crew: Sisters of Battle

Weapons: The Exorcist is armed with an Exorcist launcher.

Options: The Exorcist may be given any of the following from Codex: Witch Hunters: dozer-blade, extra armour, blessed ammunition, holy icon, hunter-killer missile, laud hailer, pintle-mounted storm bolter, searchlight, smoke launchers.

Heavy Support: The Exorcist is a Heavy Support choice for a Witch Hunters army.

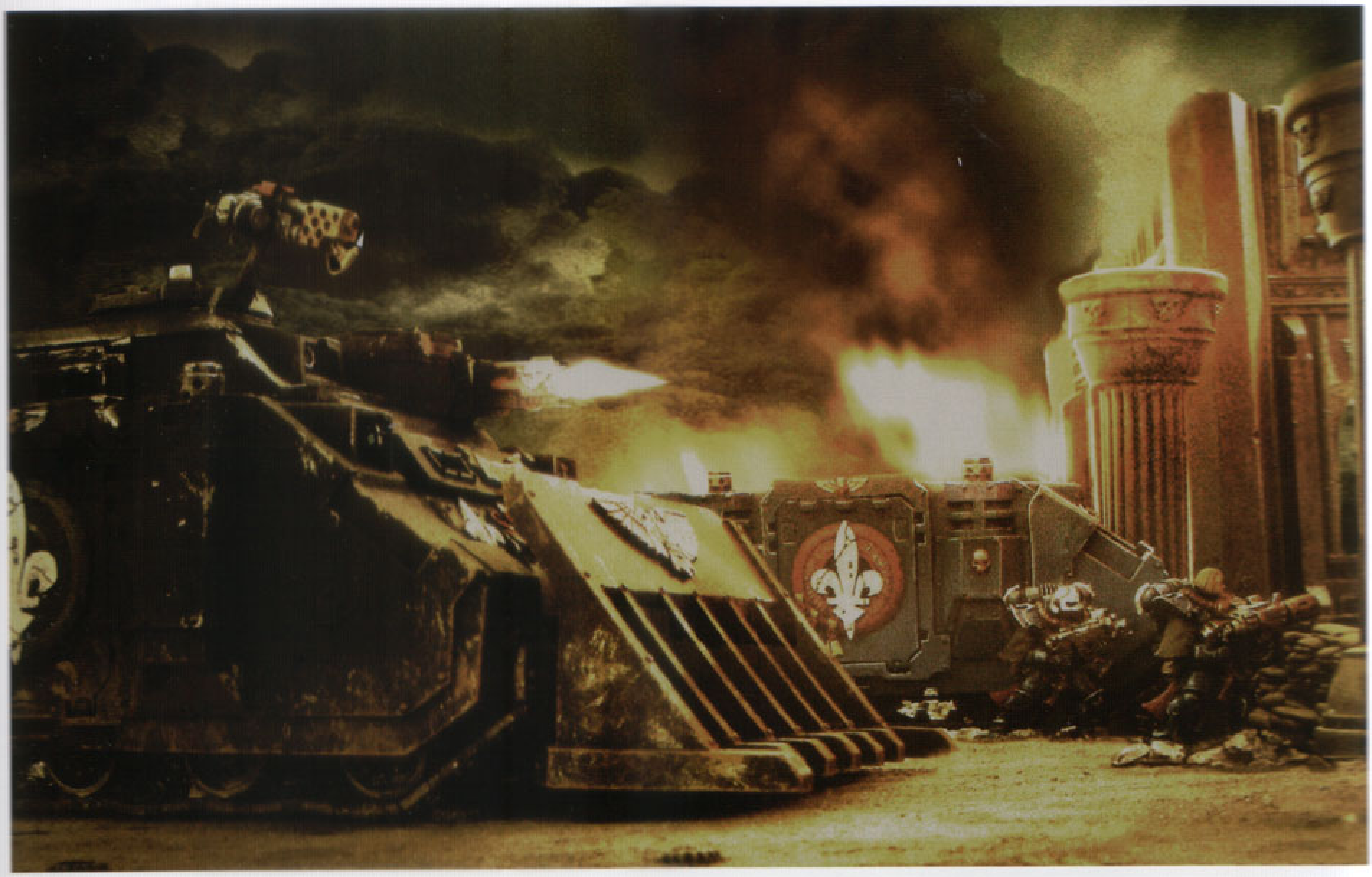
SPECIAL RULES

Exorcist Missiles: The multiple barrels of the Exorcist launcher can fire a hail of missiles at the enemy, obliterating a target with a single salvo. Each turn nominate a target for the Exorcist, roll a D6 to see how many missiles are launched. Roll to hit as normal for each missile.

Range: 48" **Str:** 8 **AP:** 1 **Special:** Heavy D6

Top: An Exorcist of the Order of Our Matyred Lady operating in the ash-waste deserts of Armageddon. A Commandery of the Order's Sisters aided in the successful defence of Helsreach Hive. This vehicle is positioned to use its missiles in a direct fire role.

REPRESSOR



Like all Adepta Sororitas vehicles the Repressor is another variant on the standard Rhino chassis. Extensively converted by extending the transport compartment, including firing slits for the passenger's weapons and adding a small forward turret and new cupola, the Repressor has a distinctive appearance.

It is only within the last millennium that the Adepta Sororitas have been using the Repressor. Originally the vehicle was issued to the Adeptus Arbites for crowd suppression, equipped with a large dozer for clearing a path through rioting mobs, with a cupola-mounted water cannon or a grenade launcher for firing stun and gas grenades.

The first incidence of the Adepta Sororitas using the Repressor was during an uprising on the Cardinal World of Avignor when a crowd of over a million pilgrims, gathering for the Day of Ascension rituals, were incited agent-provocateurs of a heretic faction into rioting. The local Adeptus Arbites Precincts found themselves overrun as the enraged crowds armed themselves with captured and scavenged weapons. Disorder and rioting became a full-scale battle as the agitators began to direct the mobs actions. An armoury was captured and the situation deteriorated out of the Adeptus Arbites control.

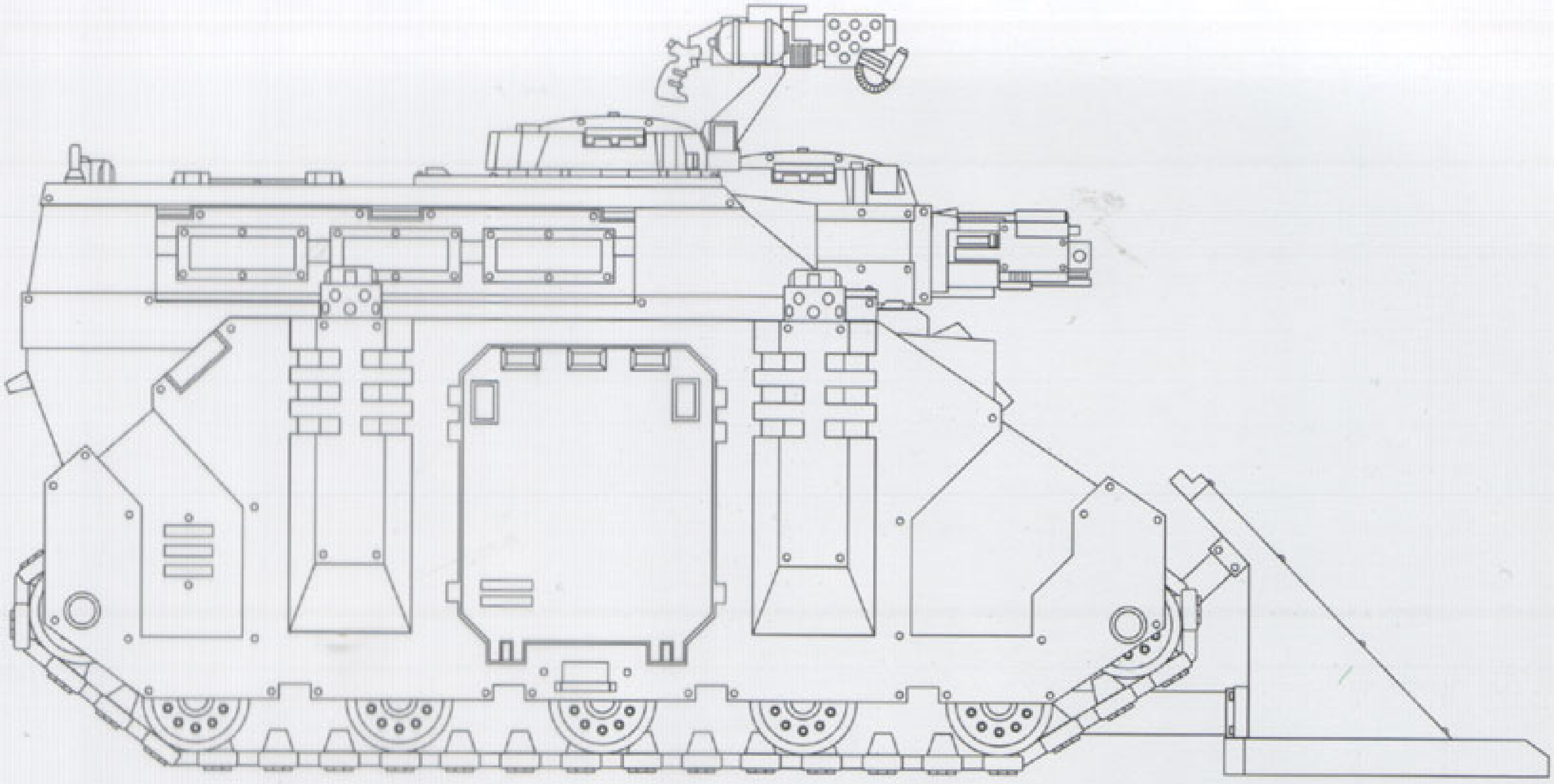
In need of aid, the Battle Sisters of the Order of the Sacred Rose Preceptory guarding the Cardinal of Avignor's Palace offered to assist the besieged Arbites Precincts. The Battle Sisters crewed a dozen of the Arbites Repressors, first replacing the non-lethal weaponry with their own favoured heavy flamers, and took to the streets to purge the heretics and their followers from the holy ground of Avignor. Two weeks of street fighting eventually saw the uprising defeated, with the Sisters of Battle Repressors proving their worth. Following the victory the Canoness-Preceptor was gifted all the surviving Repressors by the commanding Arbites Marshall.

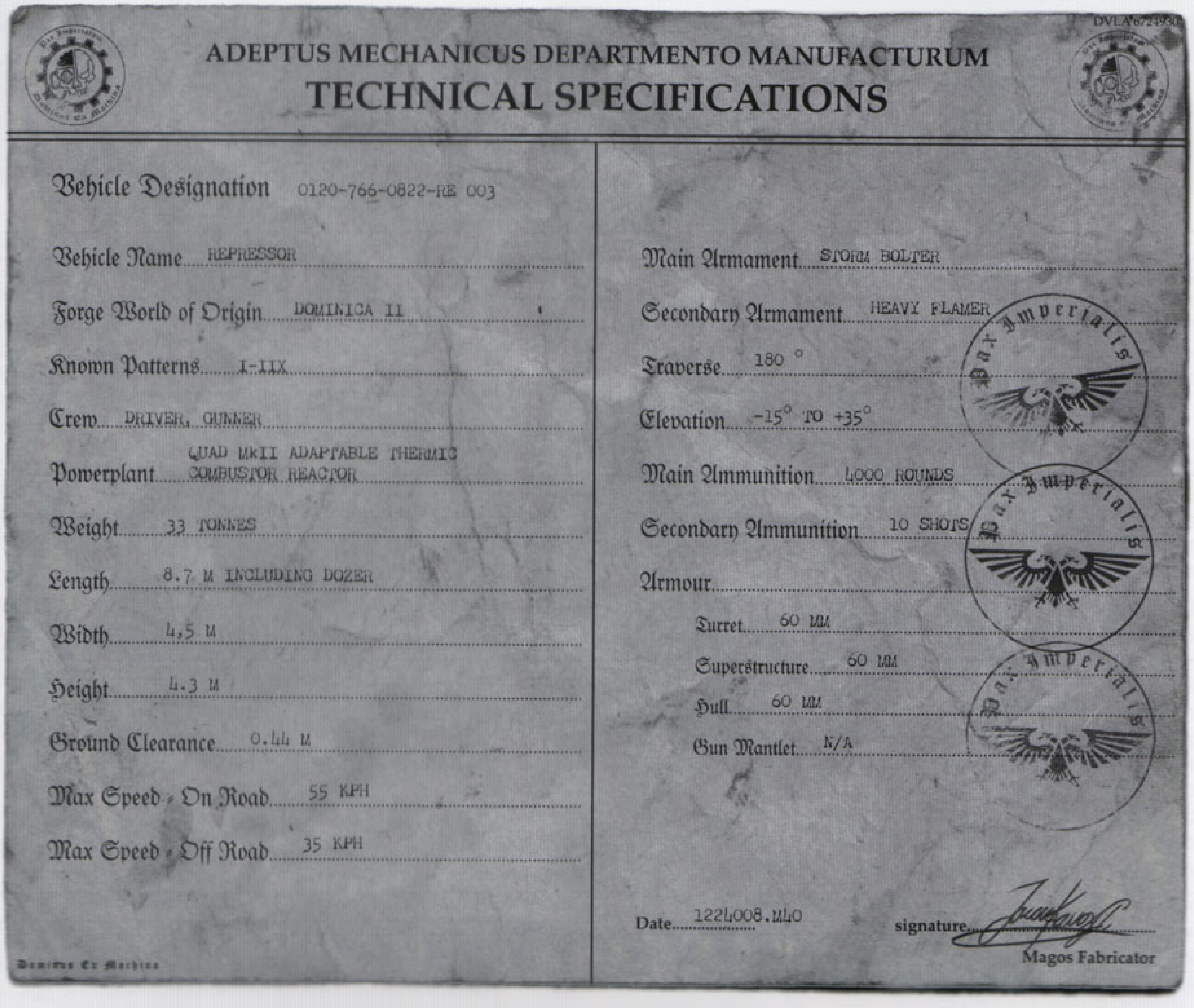
For years after the Avignor battle only the Sisters of the Sacred Rose used the vehicle, and other Orders within the Ecclesiarchy whispered that it was not just or holy, and that the Order should be restricted to the same rules as the others.

The issue came to a head when the 291st Synod Prioris of Terra debated the use of the Repressor by the Order of the Sacred Rose. After a heated exchange it was eventually agreed that the victory on Avignor had been the Emperor's divine will, and because of this the Repressor should be included in the canon of sanctioned vehicles. From that day forwards all Orders were given access to the Repressor.

Unlike the Rhino the Repressor is not considered a frontline combat vehicle, but is used as an armoured personnel carrier at need. During street fighting the modified transport compartment allows the Sisters to fight effectively from inside the vehicle without being exposed to enemy fire from buildings.

MkIId Dominica pattern Repressor





DVLA 6724930

ADEPTUS MECHANICUS DEPARTMENTO MANUFACTURUM

TECHNICAL SPECIFICATIONS

Vehicle Designation 0120-766-0822-RE 003

Vehicle Name REPRESSOR

Forge World of Origin DOMINICA II

Known Patterns I-IIX

Crew DRIVER, GUNNER

Powerplant QUAD MkII ADAPTABLE THERMIC COMBUSTOR REACTOR

Weight 33 TONNES

Length 8.7 M INCLUDING DOZER

Width 4,5 M

Height 4.3 M

Ground Clearance 0.44 M

Max Speed - On Road 55 KPH

Max Speed - Off Road 35 KPH

Main Armament STORM BOLTER

Secondary Armament HEAVY FLAMER

Traverse 180 °

Elevation -15° TO +35°

Main Ammunition 4000 ROUNDS

Secondary Ammunition 10 SHOTS

Armour

Turret 60 MM

Superstructure 60 MM

Hull 60 MM

Gun Mantlet N/A

Pax Imperialis

Pax Imperialis

Pax Imperialis

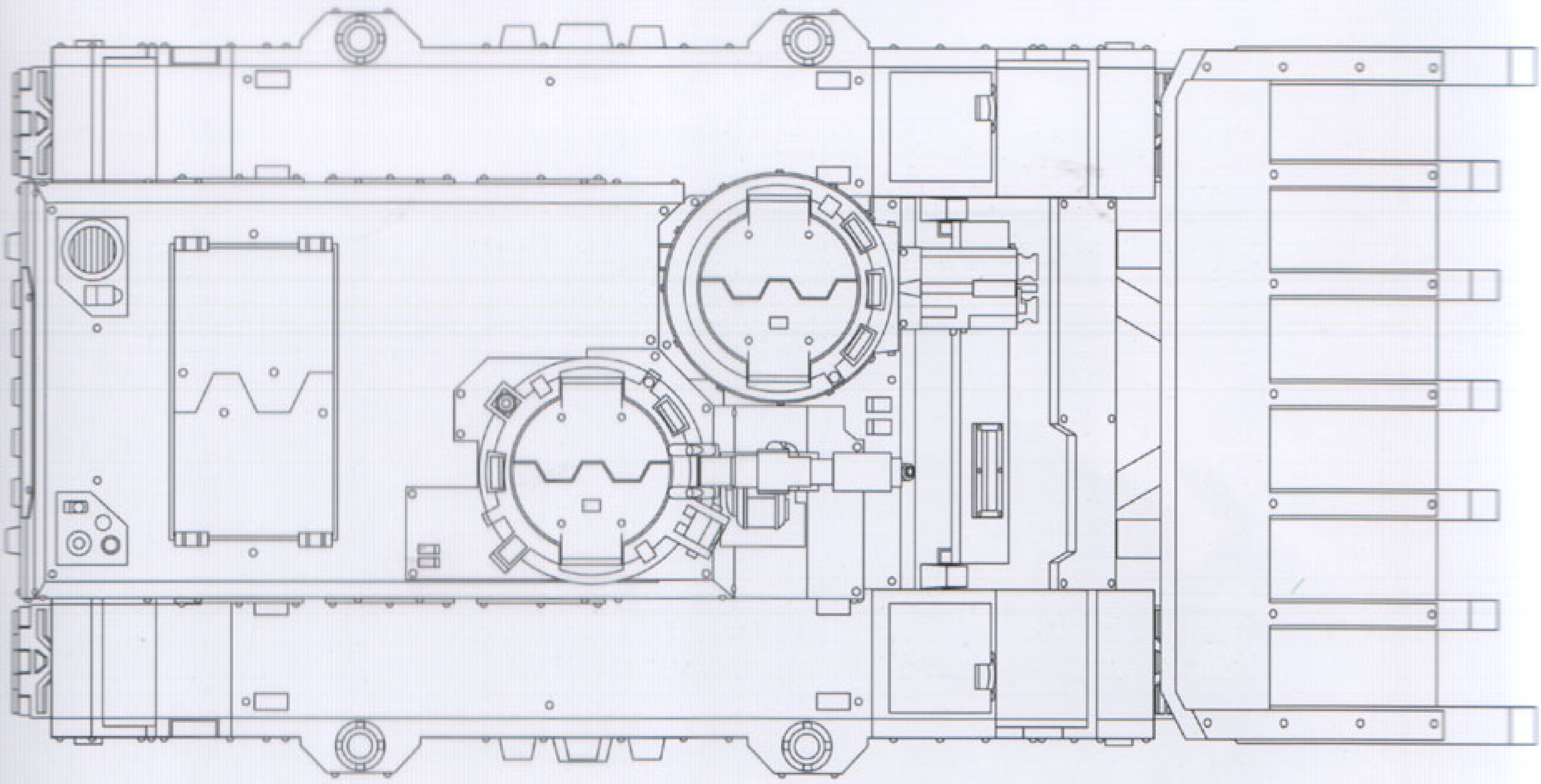
Date 1224008.M40

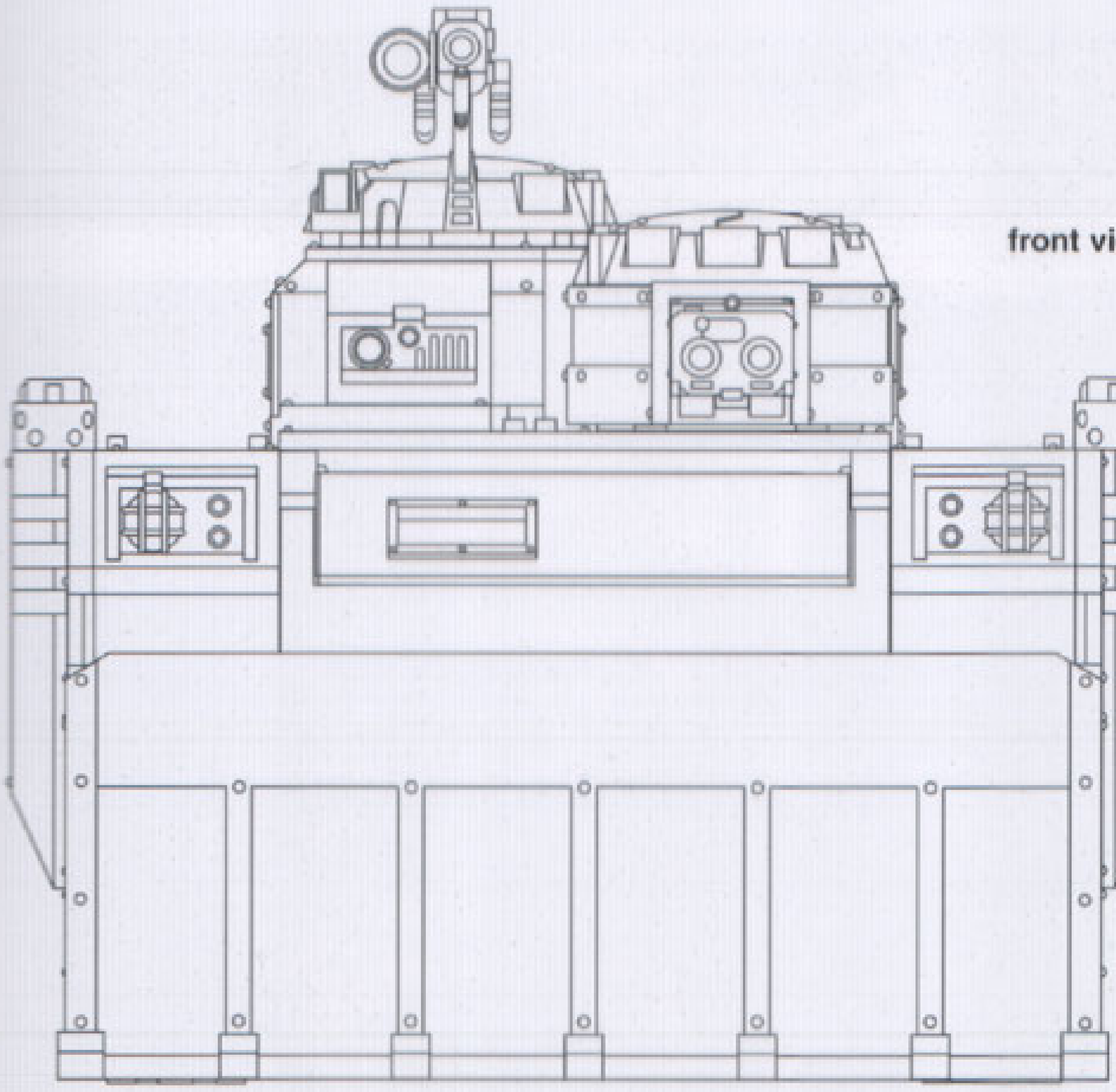
signature

Magos Fabricator

Dominus Ex Machina

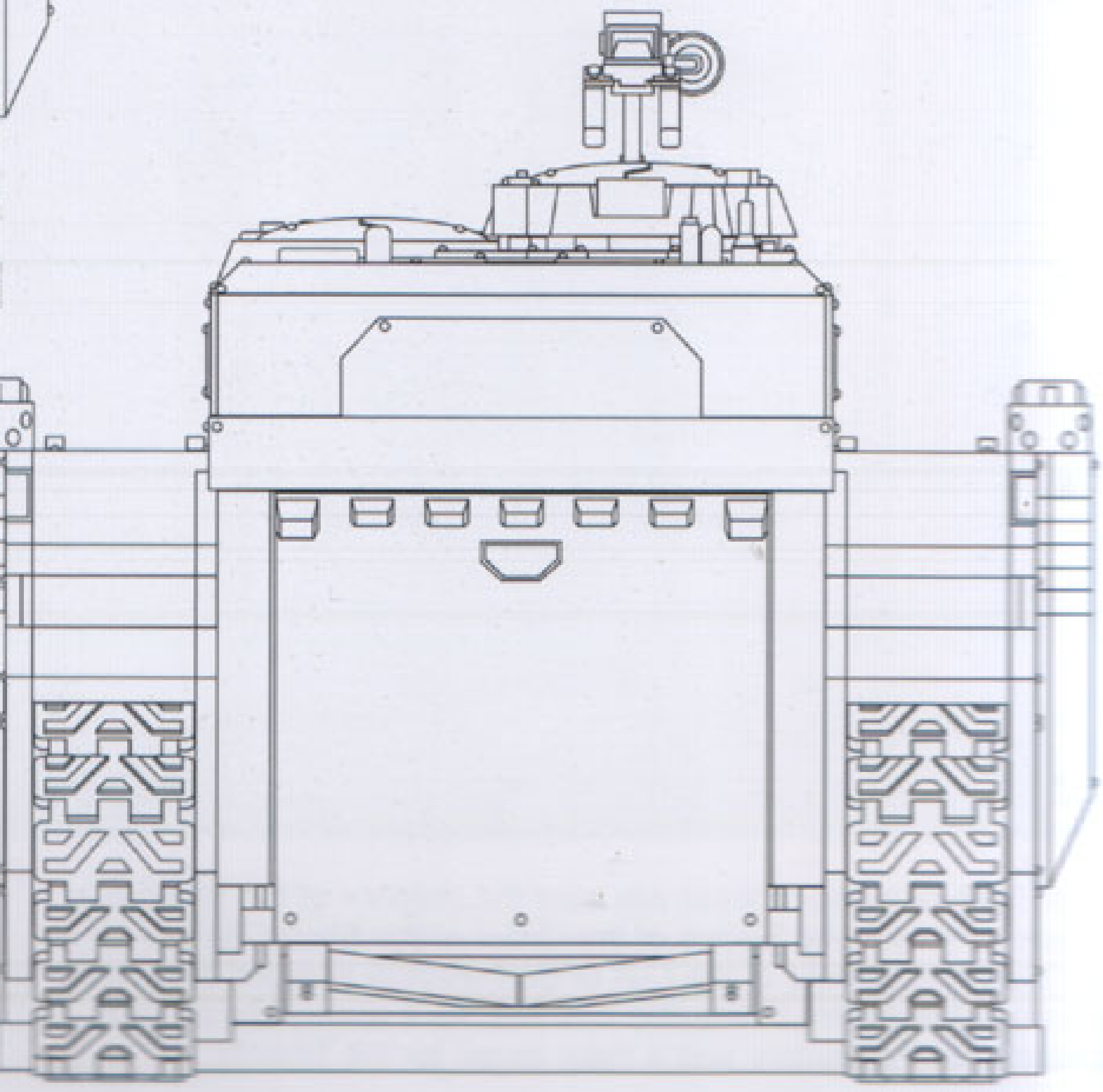
MkIId Dominica pattern Repressor - top view

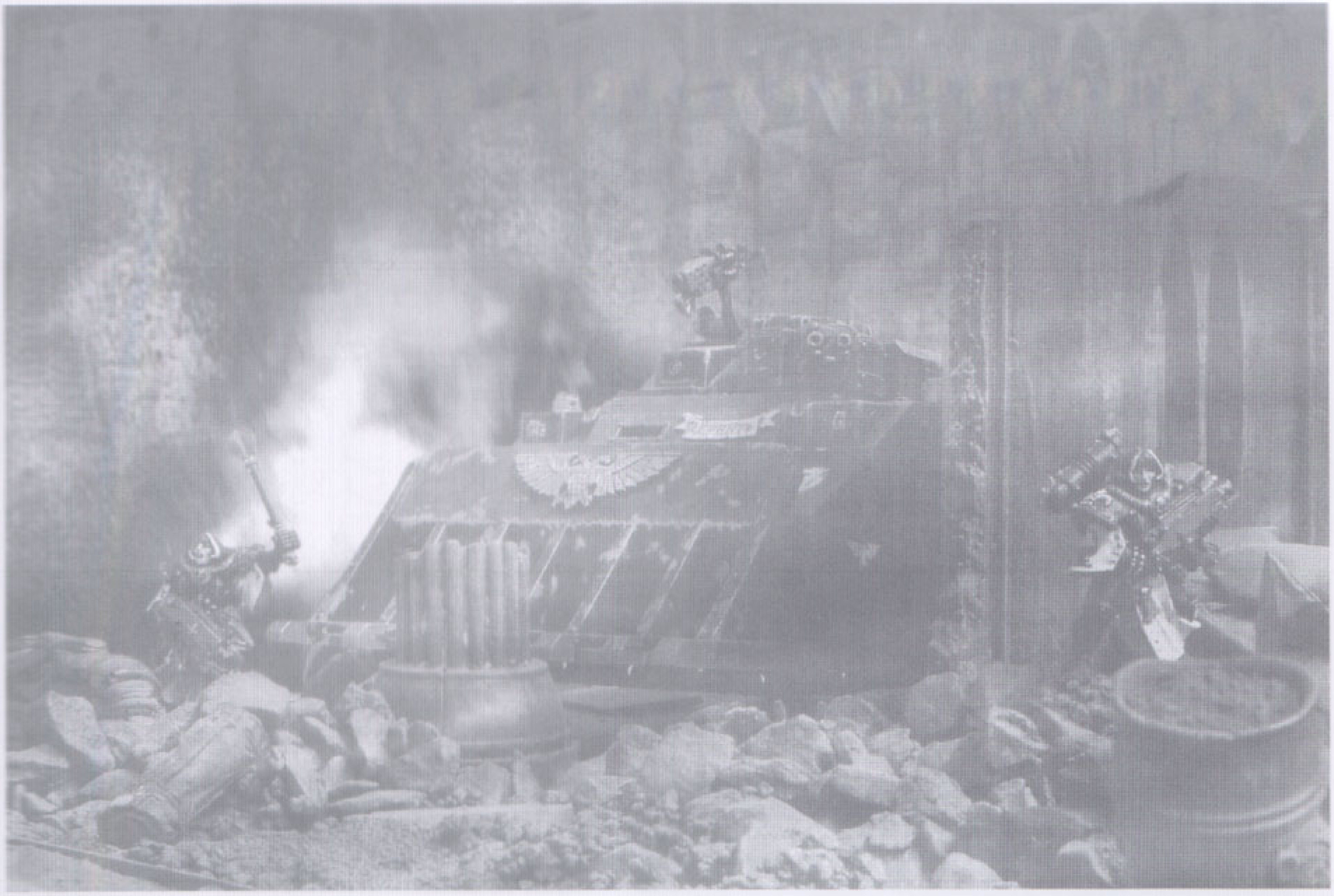


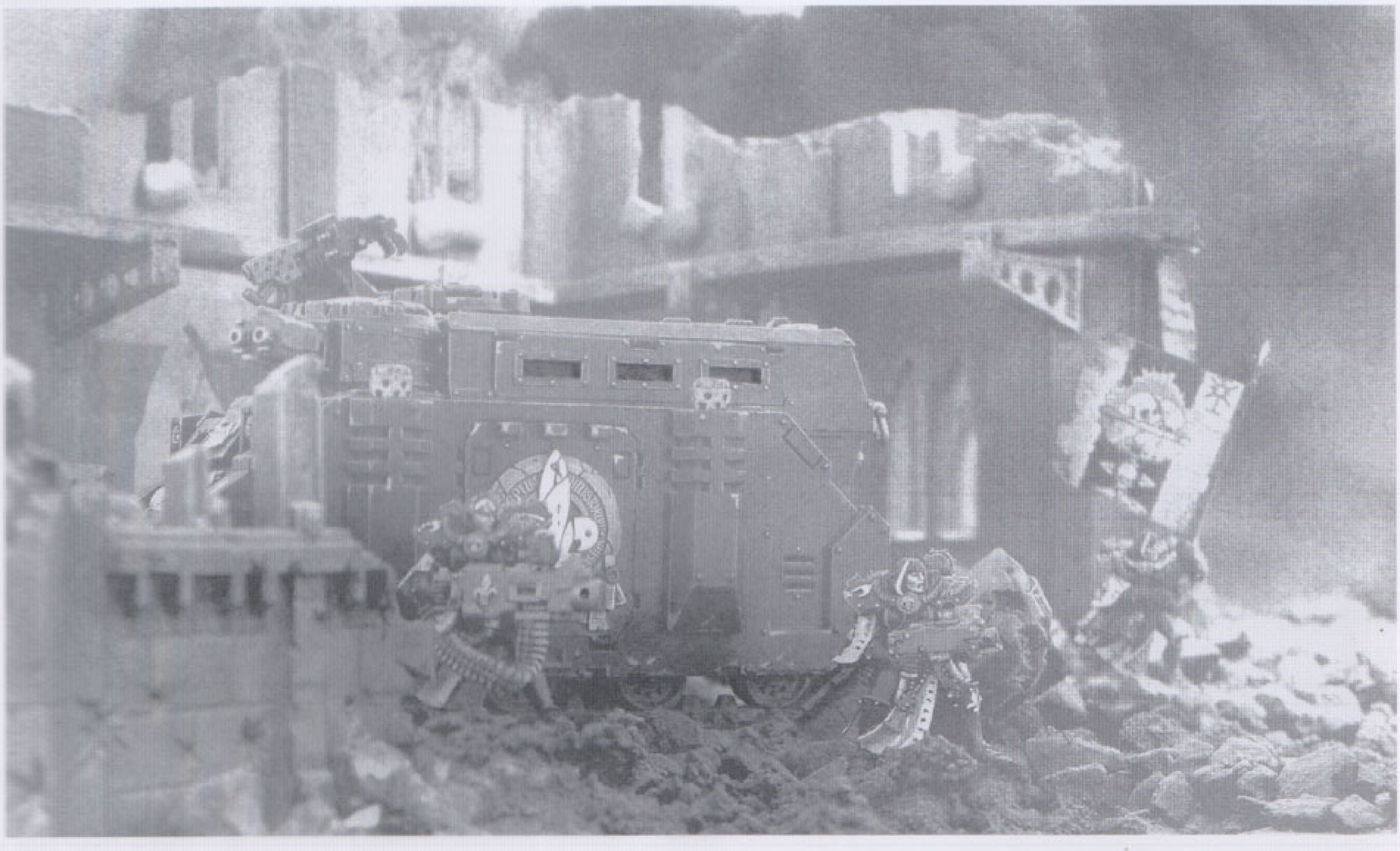


front view

rear view

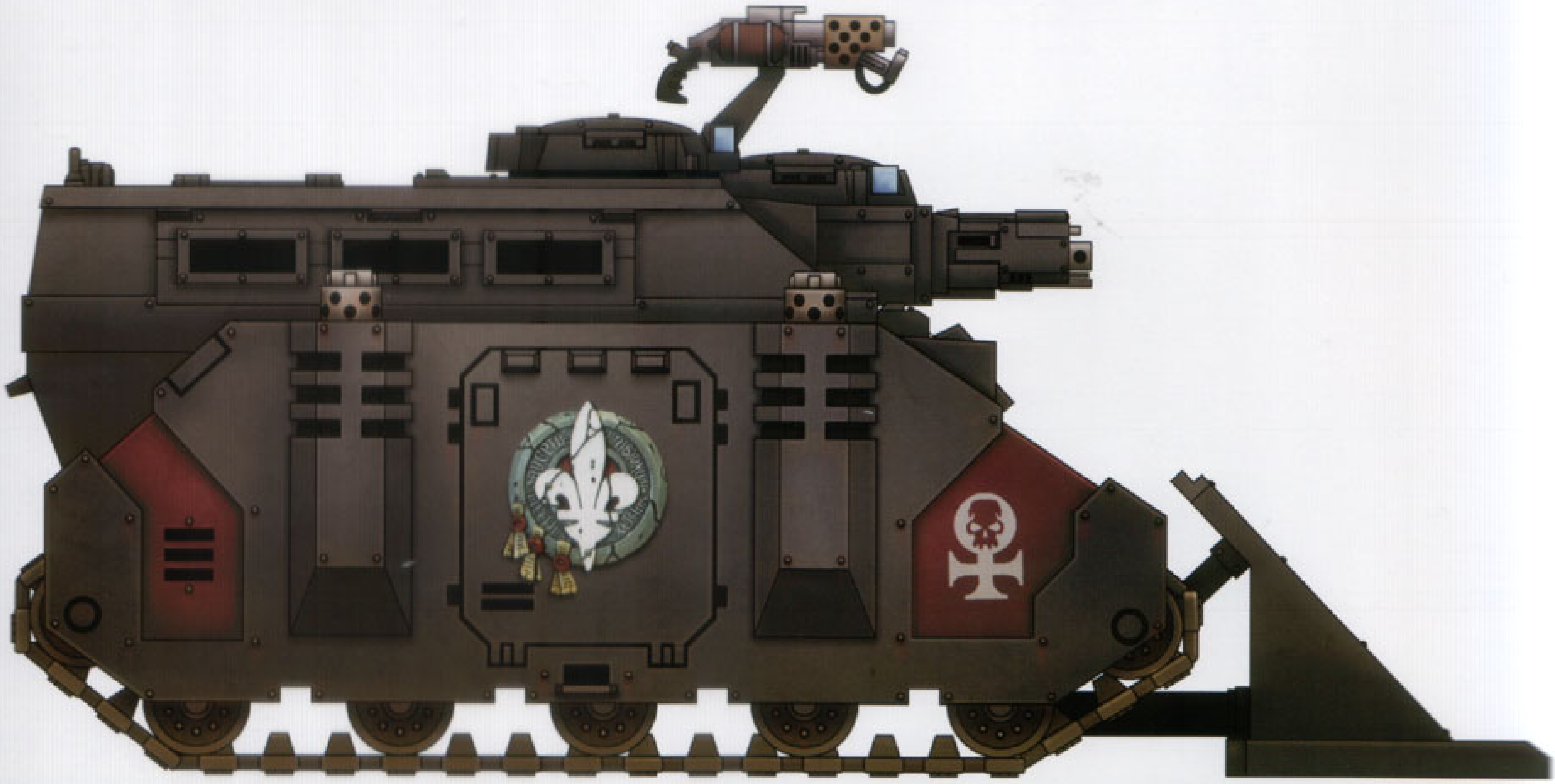




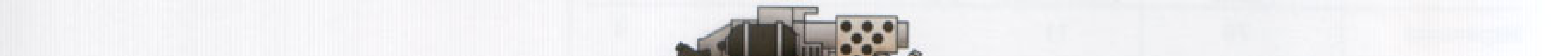


Top: Both of these pictures are from the defence of the Magdellan Preceptory by Batte Sisters of the Order of the Ebon Chalice. An uprising by followers of the Cult of Balthalamus plunged the entire planet of Magdellan Prime into civil war. As a stronghold of 1000 Sisters, the Preceptory was a main target for the Traitors.

Above: A Repressor supports a squad of Battle Sisters as they counter-attack through the rubble of the Preceptory Reclusium. In four days of heavy fighting the Reclusium changed hands six times. The Preceptory held out, but at a terrible cost to the defenders, of 1000 Sisters of the order, only 340 survived.



Repressor of the Order of Our Martyred Lady. Deployed on Kromat II during the 13th Black Crusade.



Repressor of the Order of Sacred Rose. Defence of Valedor cardinal world against Hive Fleet Leviathon.

SISTERS OF BATTLE REPRESSOR

	Points	Front Armour	Side Armour	Rear Armour	BS
Repressor	70	11	11	10	4

Thought for the day:
Our mercies destroy us

Type: Tank

Crew: Sisters of Battle

Weapons: The Repressor is armed with a cupola-mounted storm bolter and pintle-mounted heavy flamer.

The Repressor is always fitted with a dozer blade as standard.

Options: The Repressor may be given any of the following from Codex: Witch Hunters: extra armour, blessed ammunition, holy icon, holy promethium, hunter-killer missile, laud hailer, searchlight, smoke launchers.

Transport option: The Repressor is a Transport option choice for a Witch Hunters army. Celestian, Battle Sisters, Dominion and Retributor squads may take a Repressor.

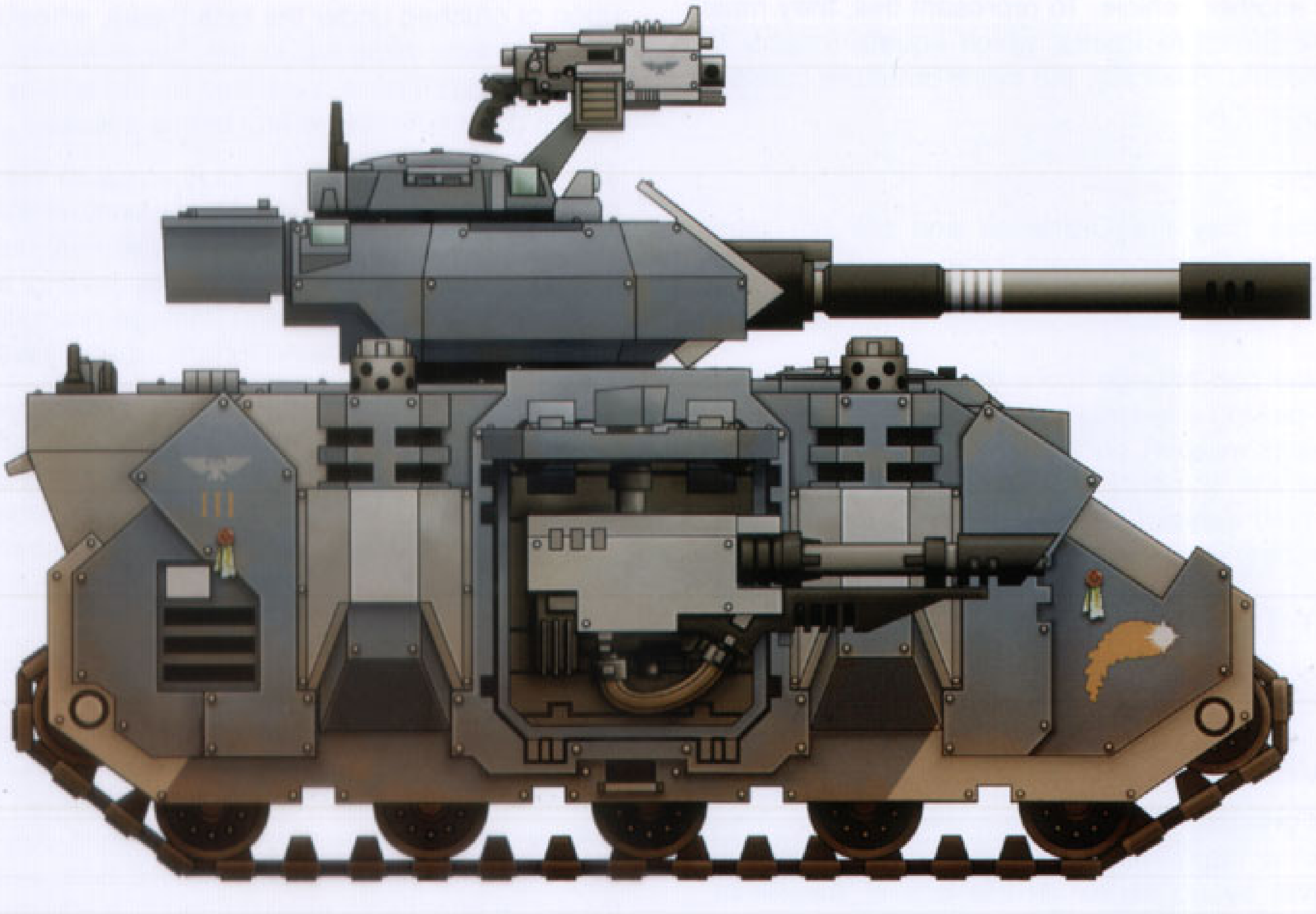
Transport vehicle: The Repressor can carry up to ten models. It may not carry models in Terminators armour.

Access Points: 3. The Repressor has two side doors and a rear ramp, any of which can be used as access points by the passengers.

SPECIAL RULES

Fire Points: 2. The Repressor is fitted with firing slits for six boltguns for the passengers to fire out. Up to six passengers can use their bolt guns. Additionally, one model may fire a weapon from the top hatch. The weapon used may be heavy, although not if the Repressor moves. Models firing from the top hatch must engage the same target as those firing bolt guns. If the hatch is used to fire from then the Repressor does not counts as being an open topped vehicle because the Sisters wear power armour.

APPENDICES



A Predator Destructor equipped with reinforced armour of the Marines Errant Chapter.
This vehicle is attached to the third company, part of Rogue Trader
Milos Baral's expedition into the Prath-Veil.

APPENDIX I

SUPER-HEAVY VEHICLES

RULES FOR USING SUPER-HEAVY VEHICLES IN GAMES OF WARHAMMER 40,000

The battlefields of the 41st millennium are home to some truly awesome war machines. These huge vehicles tower over the battlefield and carry enough weapons to wipe out a typical 40K army in a round or two of shooting! I've yet to meet a 40K player who didn't secretly want to include such a vehicle in their own army, and the following rules allow you to do just that.

Be warned! Super-heavy Tanks will dominate any game they are used in, and because of this should be saved up for special occasions, rather than being wheeled out willy-nilly for every battle that is played.

USING SUPER-HEAVY TANKS

Super-heavy Tanks fight in their own 'army', fighting alongside another army as a separate detachment, as described in the 40K rules. In addition, you may only include one Super-heavy Tank detachment in your army for each 'normal' detachment that you field. This limits the use of Super-Heavy Tanks to large games of over 2000 points, as is appropriate for such rare and potentially devastating machines. Of course, players that wish to may ignore this restriction and use Super-heavy Tanks in smaller games, but only if they get their opponent's consent first. Super-heavy Tanks may only be used in tournament games if the tournament instructions specifically say they may be used.

Super-heavy Tank detachments and Super-heavy Flyer detachments consist up to three machines of (more or less) the same type. Baneblades and Shadowswords are considered similar enough to be mixed into the same detachment, as are Marauders and Marauder Destroyers.

STRUCTURE POINTS

Super-heavy Tanks are so large that they can absorb damage that would destroy another vehicle. To represent this, they must be given 2 or more Structure Points, which equate roughly to wounds for other models. Basically, the more Structure points a vehicle has, the bigger it is.

ORDNANCE

Super-heavy vehicles may fire Ordnance and still fire other weapons. They may fire Ordnance even if they move.

TARGETING

Super-heavy vehicles can engage more than one target unit if desired. Instead of picking a target for the Super-heavy vehicle, pick a target for each weapon on the Super-heavy Tank. You must declare all of the Super-heavy vehicle's targets before resolving any fire (you can't see how one of its weapons did before deciding what the others are firing at).

SUPER-HEAVY TANK SHOCK

Enemy infantry must test at -1 to their Leadership if they are Tank Shocked by a Super-heavy Tank.

LUMBERING VEHICLES

Lumbering vehicles grind along at a slow and steady pace. They can move up to 6" a turn. They must always move straight ahead, but can pivot by up to 90° at the end of the move. Lumbering vehicles can fire all of their weapons even if they move.

WAR ENGINES AND DIFFICULT TERRAIN

Super-heavy Tanks treat difficult terrain differently to normal vehicles. For a start, they can ignore low walls, hedges, bushes and rubble – there's no need to test for these at all. Going through other difficult terrain they test as normal. However, if they roll a 1, they are not automatically immobilised, instead they lose D3" of movement, just as if they had suffered an Engines Damaged result on the Damage tables (see later).

CLOSE COMBAT ATTACKS

Super-heavy Tanks can tank shock an enemy in the Movement phase. If the enemy pass the morale check then the Super-heavy Tank moves into contact with the enemy unit and must fight a close combat against it in the Assault phase. This is the only way that Super-heavy Tanks can enter close combat (though they can be assaulted by enemy units in the enemy's turn as normal). Being in close combat does not stop the Super-heavy Tank shooting, and it may fire at the unit it is assaulting if desired.

Super-heavy Tanks are allowed to 'barge into' enemy infantry units rather than stopping when they contact the first enemy model. Keep moving the Super-heavy Tank until it completes its move, moving enemy models out of the way as required. Any models moved out of the way should be placed back on the table so that they are touching the Super-heavy Tank as close as possible to their starting location before they were 'barged'. Super-heavy Tanks can't barge other Super-heavy Tanks out of the way.

In the Assault phase, a Super-heavy Tank that Tank Shocked the enemy receives a number of bonus close combat attacks. These attacks represent the chance of the victim either getting stomped upon or crushed under the tank tracks, wheels or what ever, and are only ever received in the Super-heavy Tank's turn; if the Super-heavy Tank is assaulted by the enemy in the enemy turn then it does not receive any bonus attacks.

The number of bonus attacks is equal to the number of enemy models or vehicles that are in base contact with the Super-heavy Tank (i.e, each enemy touching the war machine is attacked once). All bonus attacks count as having a WS of 1 and a strength of 6. Roll to hit and damage normally. All Super-heavy Tank close combat attacks ignore armour saves, and roll 2D6 for Armour Penetration.

Opponents that fight a round of close combat against a Super-heavy Tank and fail to destroy it (quite a likely occurrence!) automatically fall back unless they are a vehicle or another war machine. Super-heavy Tanks may never pursue or consolidate – they remain stationary.

NEW WEAPON RULES

Co-axial Weapons: A 'co-axial' weapon is one that is fixed beside another weapon of a different type, a bit like a twin-linked weapon but where two different types of weapon are used. For example, a tank might have a turret mounted autocannon with a co-axial heavy bolter mounted beside it. Any type of weapons may be fitted into a 'co-axial' mount. Both weapons must fire at the same target unit, even if fitted to a war machine.

SUPER-HEAVY TANK DAMAGE TABLES

Roll on the following tables for glancing and penetrating hits on a Super-heavy Tank. Ordnance also rolls on these tables, not the Ordnance Damage tables.

GLANCING HIT

(S+D6 ROLL EQUALS ARMOUR VALUE)

1 Gun Crew Shaken – One weapon may not shoot next turn (chosen by opponent).

2 Gun Crew Shaken – One weapon may not shoot next turn (chosen by opponent).

3 Driver Stunned – May not move next turn.

4 Engines Damaged – Knock D3" off the vehicle's move (vehicles reduced to a move of 0 are immobilised, skimmers are destroyed).

5 Field or Weapon Destroyed – One weapon or field chosen by opponent is destroyed.

6 Major Damage – Loose -1 Structure Point and roll again on this table. If reduced to '0' Structure Points then roll on the Catastrophic Damage table opposite.

PENETRATING HIT

(S+D6 ROLL BEATS ARMOUR VALUE)

1 Driver Stunned – May not move next turn (Skimmers drift D6" straight ahead).

2 Engines Damaged – Knock D3" off the vehicle's move (vehicles reduced to a move of 0 are immobilised, skimmers destroyed).

3 Field or Weapon Destroyed - One weapon or field chosen by opponent is destroyed.

4 Major Damage – Lose -1 Structure Point and roll again on the Glancing Hit table. If reduced to 0 Structure Points, roll on the Catastrophic Damage table below.

5 Major Damage – Lose -1 Structure Point and roll again on the Glancing Hit table. If reduced to 0 Structure Points, roll on the Catastrophic Damage table below.

6 Chain Reaction – Lose -1 Structure point and roll again on this table. If reduced to 0 Structure Points, roll on the Catastrophic Damage table opposite.

CATASTROPHIC DAMAGE

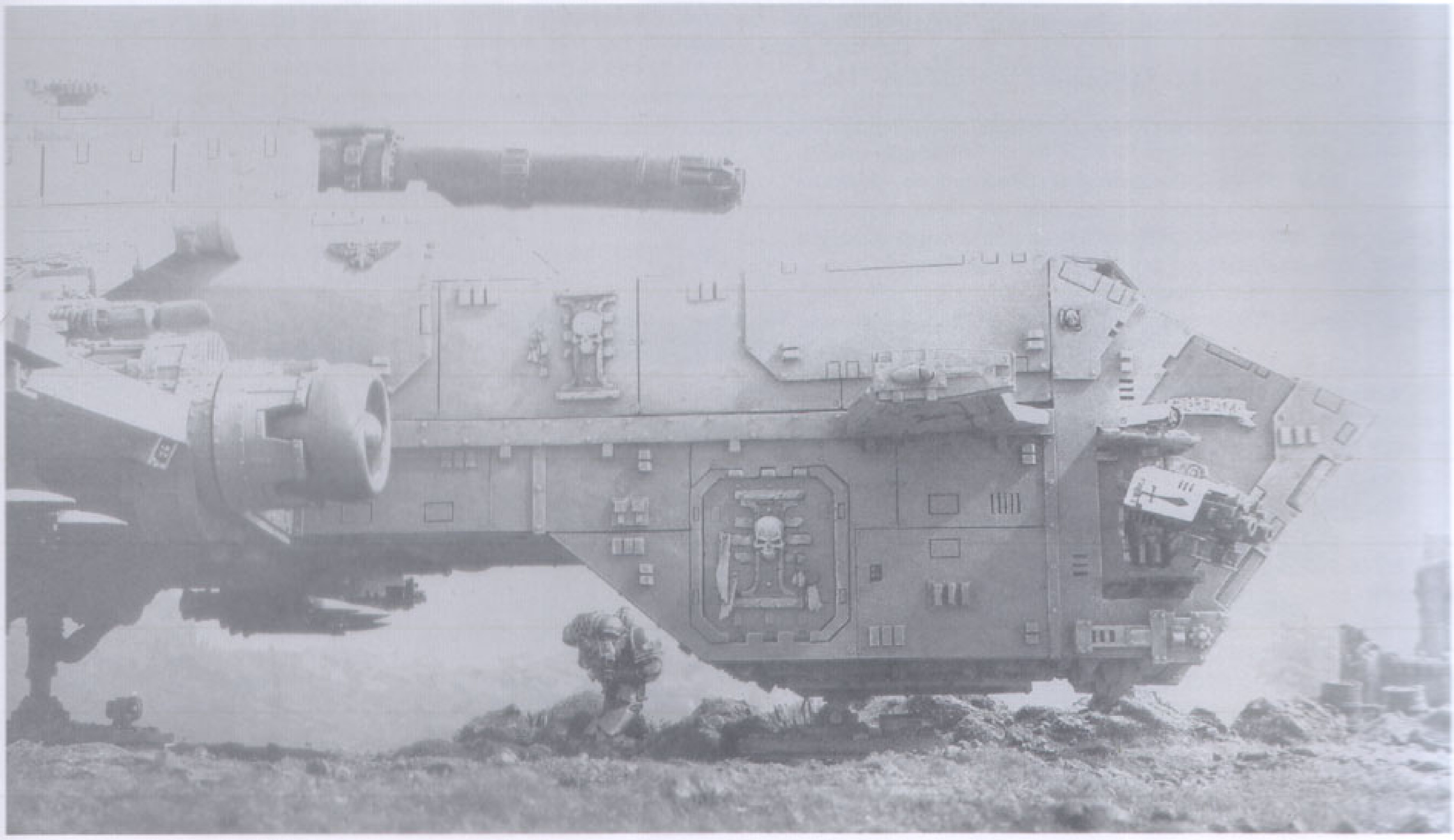
(S+D6 ROLL BEATS ARMOUR VALUE)

1 Damage Control – The player controlling the vehicle must take a Ld test for it (use the 'standard' Ld for the army, ie 7 for Imperial Guard). If the Ld test is passed, then the damage control systems on the Super-heavy Tank have contained the damage, and 1 Structure Point is 'repaired'. If the test is failed, your opponent must roll again on this table (which may give you another Damage Control test, if you're lucky!).

2-3 Destroyed – The vehicle is wrecked. Mark the destroyed vehicle with cotton wool or remove it entirely.

4-5 Explosion – Models within D6" suffer one wound on a D6 roll of 4+ (Saving throws allowed). Vehicles are unaffected. Otherwise, as above.

6 Huge Explosion – The vehicle is vaporised in a huge explosion. Roll a D3 per original Structure Point to determine how far the explosion extends in inches. Models in range suffer a wound on a roll of 4+ (Armour Saving throws allowed). Vehicles suffer a glancing hit on a roll of 4+.



GLANCING HIT

(S+D6 ROLL EQUALS ARMOUR VALUE)

1 Gun Crew Shaken – One weapon may not shoot (chosen by opponent).

2 Gun Crew Shaken – One weapon may not shoot (chosen by opponent).

3 Pilot Shaken – Roll a D6 immediately. On a 1-3, the aircraft turns 45° left. On a 4-6, the aircraft turns 45° right. The flyer may not turn again for the remainder of this turn, and must remain facing in this direction when it shoots and moves off the table.

4 Engines Damaged – From now on there is a -1 modifier to the dice roll made to see if this flyer returns to the table after each attack run. The modifier is cumulative, so a flyer which suffered two Engine Damaged results would suffer a -2 modifier, etc.

5 Field or Weapon Destroyed – One weapon or field chosen by opponent is destroyed.

6 Major Damage – Loose one Structure Point and roll again on the Penetrating Hits table. If reduced to '0' Structure Points then roll on the Catastrophic Damage table instead.

PENETRATING HIT

(S+D6 ROLL BEATS ARMOUR VALUE)

1 Pilot Shaken – Roll 1D6 immediately. On a 1-3 the aircraft turns 45° left, On a 4-6 the aircraft turns 45° right. The flyer may not turn again for the remainder of this turn, and must remain facing in this direction when it shoots and moves off the table.

2 Engines Damaged – From now on there is a -1 modifier to the dice roll made to see if this flyer returns to the table after each attack run. The modifier is cumulative, so a flyer which suffered two Engine Damaged results would suffer a -2 modifier, etc.

3 Field or Weapon Destroyed - One weapon or field chosen by opponent is destroyed.

4 Major Damage – Lose -1 Structure Point and roll again on this table. If reduced to 0 Damage points, roll on the Catastrophic Damage table instead.

5 Major Damage – Lose -1 Structure Point and roll again on this table. If reduced to 0 Structure Points, roll on the Catastrophic Damage table instead.

6 Chain Reaction – Lose -1 Structure Point and roll again on this table. If reduced to 0 Structure Points, roll on the Catastrophic Damage table instead.

SUPER-HEAVY FLYER DAMAGE TABLES

Roll on the following tables for hits on a Super-heavy Flyer. As a flyer, all hits are Glancing. Ordnance also rolls on these tables, not the Ordnance Damage tables.

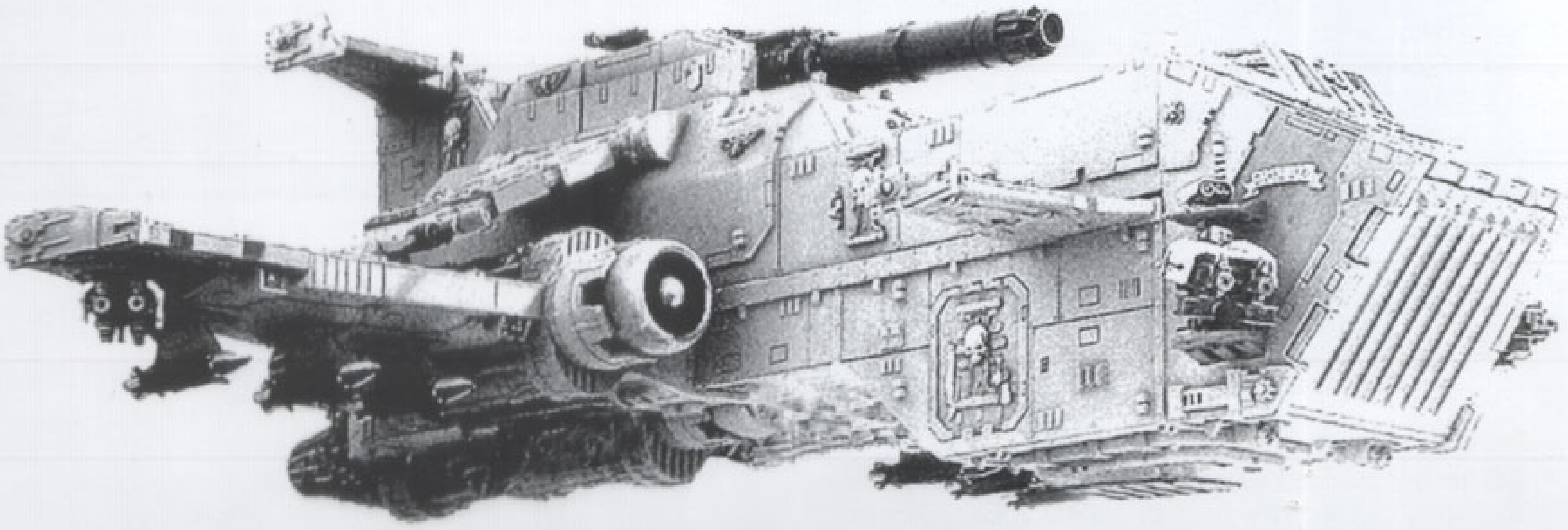
CATASTROPHIC DAMAGE

(S+D6 ROLL BEATS ARMOUR VALUE)

1 Damage Control – The player controlling the vehicle must take a Ld test for it (use the 'standard' Ld for the army, ie 7 for Imperial Guard). If the Ld test is passed then the damage control systems on the Super-heavy Flyer have contained the damage, and 1 Structure Point is 'repaired'. If the test is failed your opponent must roll again on this table (which may give you another Damage Control test, if you're lucky!).

2-5 Crash – The flyer crashes into the table 2D6" away in a random direction and then explodes. Models within D6" suffer one wound on a D6 roll of 4+ (Saving throws allowed). Vehicles are unaffected.

6 Huge Explosion – The flyer is vaporised in a huge explosion. This does not affect units on the ground, but other flyers within D6" suffer a Glancing hit. Remove the flyer from play.



APPENDIX II
FLYERS

RULES FOR USING AIRCRAFT IN GAMES OF WARHAMMER 40,000

Imperial Armour introduces a new type of vehicle to the Warhammer 40,000 rules, called a Flyer. These vehicles are similar to skimmers in that they are capable of flight. The main difference between a skimmer and a flyer is that flyers tend to make an 'attack run', flying on at one table edge and then hurtling in a straight line very fast over the table before zooming off another table edge, all in the course of less than a turn, while a skimmer can 'loiter' and stays in play.

FLYERS

Flying vehicles require rather a lot of special rules to cover their movement. They start the game off the table, and then basically carry out an 'attack run' by flying over the table in a straight line. The following rules explain how this works in a game of 40K.

ON-STATION!

Flyers always start the game 'on-station', ie, in reserve, even in scenarios that do not normally allow reserves to be used. Roll a dice for them each turn, starting with the second turn, as you would normally for a reserve unit. When the flyer appears, place it on any table edge, facing in the direction you wish it to fly. It will not actually move until the opponent's turn, but placing it like this equates to the opposing army hearing and seeing the flyer appearing on the horizon! Because it's not really got to the table yet, the flyer may not shoot or be shot at until it makes its attack run.

ATTACK RUN

A flyer makes its attack run after your opposing player's Movement phase, but before their Shooting phase – in effect you 'interrupt' their turn to let the flyer make its move, (if several flyers all arrive at the same time, make their moves in any order you like and then move onto the Shooting phase). Move the flyer in a straight line any distance you like across the table. The flyer will get to make its attack at the end of the opponent's Shooting phase, after he has had a chance to fire at it.

After making the move, play returns to your opponent's Shooting phase. Enemy units shoot normally, or can target the flyer if preferred. The flyer can be shot at by any weapons apart from ordnance and barrage weapons, which may only target flyers if they are in an AA mount.

Measure the range to the flyer's base, or to any position the flyer occupied during its move before it reached its final position (ie, the shots can be assumed to have taken place as the aircraft moved). Then add 12" to the range measured to the base to find the range to the flier. Roll to hit the flyer, but because it is moving so fast it will only be hit on a roll of 6, no matter what the BS of the model making the attack is. Then roll for damage normally, counting the flyer as a fast-moving skimmer (ie, all hits are glancing). Stunned and Shaken results stop the flyer from attacking but have no other effect. Immobolised results destroy the flyer. Note that the LOS can never be blocked between a flyer and a target, either when it attacks or when it is shot at.

Assuming the flyer isn't shot down or suffers a stunned or shaken result, then it can make its attacks after your opponent has finished his Shooting phase. The flyer may pivot up to 45° either before or after making the attack (but not both). A flyer may shoot all of its weapons, even though it has moved.

Measure the range from the flyer's base to the target, but do not add 12" to the range this time (the flyer's attack doesn't have to work against gravity!). Then make the attack using the normal shooting rules. After the flyer has made its attack, it flies in a straight line off the table.

SECOND STRIKE

The flyer can make further attack runs. Roll a D6 at the start of the next friendly player's turn, and position the flyer on the table edge in the same manner as when it first appeared on a D6 roll of 2+. On a roll of 1, the flyer doesn't return this turn, but you may roll again for it in your next player turn.

NEW WEAPONS

These weapons may only be fitted to flyers.

Bombs: Bombs have the same effect as Mortars (G48", S4, AP6, Heavy 1 blast, may pin). If a flyer releases several bombs at the same time, count each as a separate mortar in a 'battery'. Each bomb carried may be used once per battle. Bombs costs 5 pts each.

Heavy Bombs: These work in the same manner as a normal bomb, but it has the effect of a Griffon Mortar (G12-48", S6, AP4, Ordnance 1 blast). Heavy Bombs cost 20 pts each.

Rockets: Rockets have the same cost and effect as hunter-killer missiles (unlimited range, S8, AP3, Heavy 1). Each rocket carried may be used once per battle. Rockets cost 10 pts each.

Smart Bombs: A bomb or heavy bomb can be upgraded to a smart bomb for +50% cost. A Smart bomb works in the same way as a normal bomb, except you may re-roll the Scatter dice if you doesn't like the first result (you must accept the second roll though!). To turn a bomb or Heavy bomb into a smart bomb add +50% to its standard point costs.

ANTI-AIRCRAFT MOUNT

An anti-aircraft mount, as its name implies, is a mount that allows a weapon to be fired at flyers more easily than would normally be the case. Any weapon may be fitted in an anti-aircraft mounts. An anti-aircraft mount allows the weapon to shoot at flyers using its normal BS, rather than only hitting on a 6. It also allows ordnance and barrage weapons to fire at fliers. For ordnance or barrage weapons roll the Scatter dice, on a 'Hit' result the flyer's is hit, otherwise the shot misses, do not roll for scatter.

Weapons fitted in anti-aircraft mounts may not fire at all if the vehicle moved, and preclude the use of any other weapons on the vehicle in the turn that they fired, unless they are fitted to a war machine.

SUPER-HEAVY FLYERS

The Thunderhawk is a Super-heavy Flyer, and all of the rules that apply to Super-heavy Tanks apply to it also. Note that because the Thunderhawk is a flyer it can't Tank-Shock enemy units or assault them! Because Thunderhawks are Super-Heavy units they must be taken in their own 'detachment', as described in the super heavy vehcile rules. A Thunderhawk detachment can consist of between 1-3 Thunderhawk aircraft. Any types of Thunderhawk variant may be included in the same detachment.

ORBITAL LANDER

If a flyer is an orbital lander then it will fly down from orbit (or the sky) to land on the battlefield. When the flyer arrives from reserve it makes an attack run just like any other flyer. However, rather than firing its weapons it is allowed to land on the table (or hover low). If it chooses to land troops it may not shoot.

The passengers may disembark in the opponents turn, place them within 2" of the access points. The flyer may now completes its attack run, taking off again and leaving the table in same manner as if it were completing an attack runner (ie, it flies off the table in a straight line).

If new passengers wish to embark the flyer must land (or hover low) through its sides next turn. New passengers must move to the flyer and embark using the normal rules. Whilst landed a flyer cannot move, but may shoot weapons like a normal vehicle. A flyer may not fire rockets or drop bombs whilst landed! If the flyer is fired upon whilst landed then the enemy roll to hit as normal, they do not need to roll 6s to hit.

A landed flier may take off again in any enemy turn, after the enemy has had their Shooting phase. It takes off and leaves the table in the same manner as completing an attack run.

Example
A Valkyrie transporting a Storm Trooper squad arrives from reserve. It is placed on the edge of the board until the enemies turn. After the enemies movement phase the Valkyrie moves to the point it wishes to drop the Storm Troopers off. In the enemy shooting phase they can target the Valkyrie, requiring 6's to hit, adding 12" to the range and only scoring glancing hits. After this the Valkyrie drops off its troops, who are placed within 2" of the access points. It then flies straight off the board. It may return next turn on a 2+ roll as per the flyer rules.

VTOL HOVER MODE

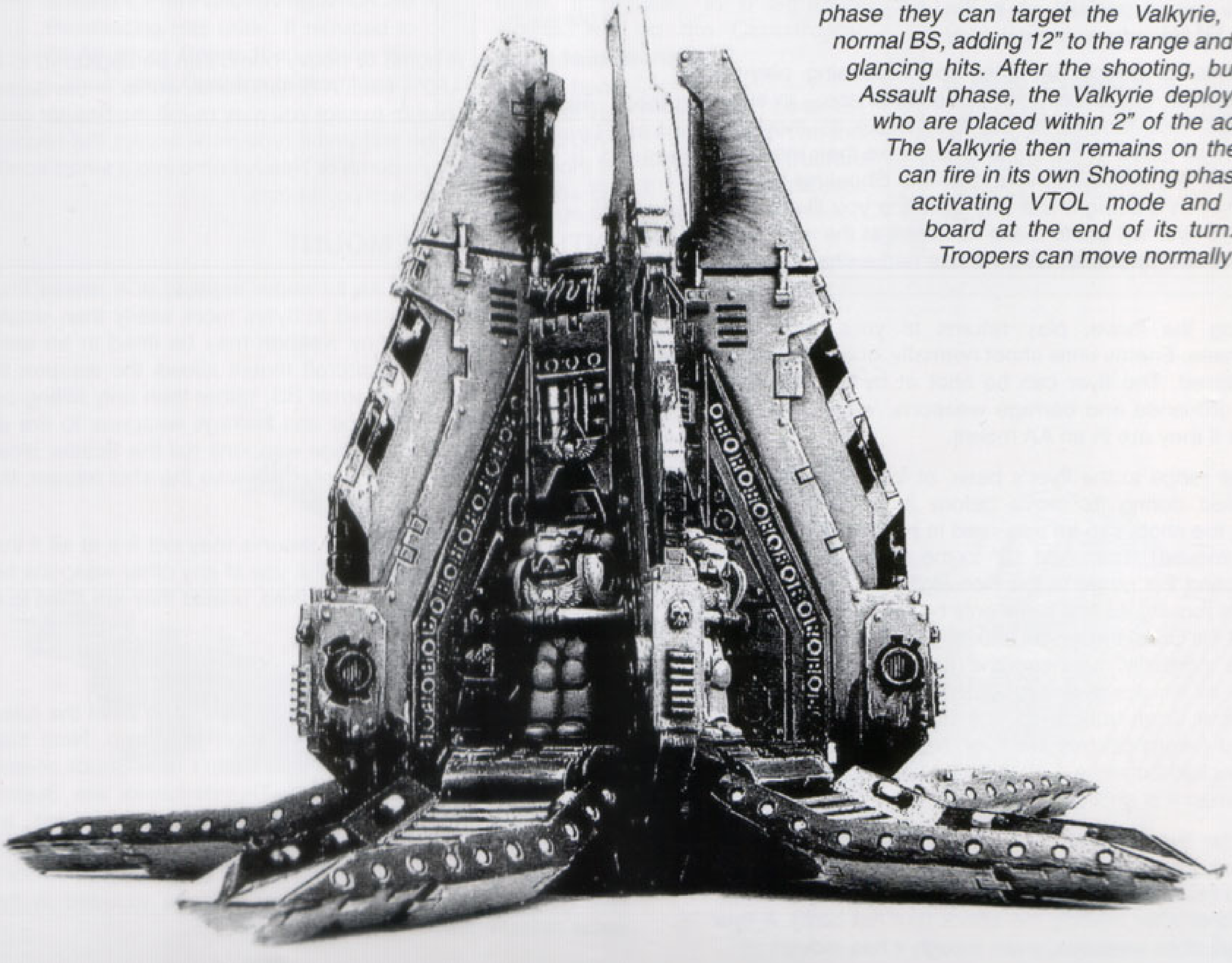
Some flyers (such as the Valkyrie and Vulture) are able to hover in place, remaining over the battlefield rather than flying off after an attack run.

When the flyer halts it may declare it is entering VTOl hover mode. Resolve the enemy shooting phase as normal, but the hovering flyer is hit using the firer's normal BS. The hovering flyer may then fire as a normal flyer, or disembark passengers. Rather than leave the table as per the normal flyer rules it remains on the table. The flyer uses its vectored engines to hover above the ground. It remains stationary but can turn in any direction to bring its weapons to bear. Whilst hovering, a flyer may fire all its weapons.

For the purposes of being fired at, treat the hovering flyer as a moving skimmer whilst in Hover mode. It can be targeted using the firer's normal BS, but still add 12" to the range. All hits are treated as glancing hits. If the hovering flyer is immobilised then it is destroyed. Whilst hovering, it cannot be attacked in close combat (it is too high off the ground), unless the attacker can fly or has jump packs, in which case it can be assaulted as if it is a moving vehicle.

At the end of its own turn the hovering flyer may disengage VTOL Hover Mode, using its main thrusters and fly off. It now reverts to being a Flyer. It will return in the enemy turn on a 2+ as per the normal flyer rules. It cannot return in the enemy turn immediately after it leaves the table, but must miss that turn as it flies away to gain height and speed for its attack run.

Example
A Valkyrie transporting a Storm Trooper squad arrives from reserve. It is placed on the edge of the board until the enemy's turn. After the enemy Movement phase the Valkyrie moves to the point it wishes to drop its troops off and declares it is activating VTOL Hover mode. In the enemy Shooting phase they can target the Valkyrie, using there normal BS, adding 12" to the range and only scoring glancing hits. After the shooting, but before the Assault phase, the Valkyrie deploys its troops, who are placed within 2" of the access points. The Valkyrie then remains on the board, and can fire in its own Shooting phase before de-activating VTOL mode and leaving the board at the end of its turn. The Storm Troopers can move normally in their turn.



APPENDIX III

COLOUR SCHEMES & VEHICLE MARKINGS

COLOUR SCHEMES

Like the power armoured suits of the Adeptus Astartes the vehicles of the Space Marines are generally painted in the colours of the Chapter they are from. Unlike the Imperial Guard these are commonly single bold colour schemes and only rarely use camouflage or disruptive patterns. The origins of the colour schemes date back millennia to the period either before or slightly after the Horus Heresy when the Chapters and their pre-Heresy Legions were first formed.

The purpose of painting both troops and their vehicles in these bold and sometimes vivid colours may have been originally to allow easy identification by other allied units during the hectic battle situations these forces are asked to commit to. The Space Marine doctrine certainly does not generally follow tactics of concealment in battle. Bold colour schemes also announce a Chapter presence to the enemy, allowing a Chapter to make full use of its reputation to lower enemy morale.

Regardless of the original reasons for these colour schemes, a Chapter's colours are now viewed as a sacred part of the Chapter's identity in the same way as the their name and iconography.

Some vehicles are painted a different colour from the Codex standard but this is usually complemented by large bands or areas painted in the Chapter colour. Other areas of contrasting colour can be found on vehicles, these are used to identify the vehicle belongs to a particular unit.

Colour schemes of vehicles within a certain Chapter usually vary little apart from unit and honour markings. However changes in both colours and patterns have occurred in some Chapters during the long years of their service to the Imperium. Some companies or individuals within a Chapter can also display different colour schemes from the rest of the Chapter (eg, the Deathwing company of the Dark Angels Chapter have adopted a white colour scheme and the Ravenwing use black).

Although Space Marine Chapters tend to maintain their vehicles to a generally higher standard than the Imperial Guard a vehicle's appearance can still show the effects of weathering. The appearance of vehicles can be affected to a great degree by the result of exposure to the elements and battlefield conditions. This effect, known as weathering and wear, can be the result of many factors including light, temperature, atmosphere, moisture and dust. This can cause the vehicle's appearance to change over time, when paint shows the signs of discolouration, peeling, cracking and staining. Mud and dust build up, exhaust fumes cause staining, the impacts of enemy fire dents armour plates and scorches paint work.

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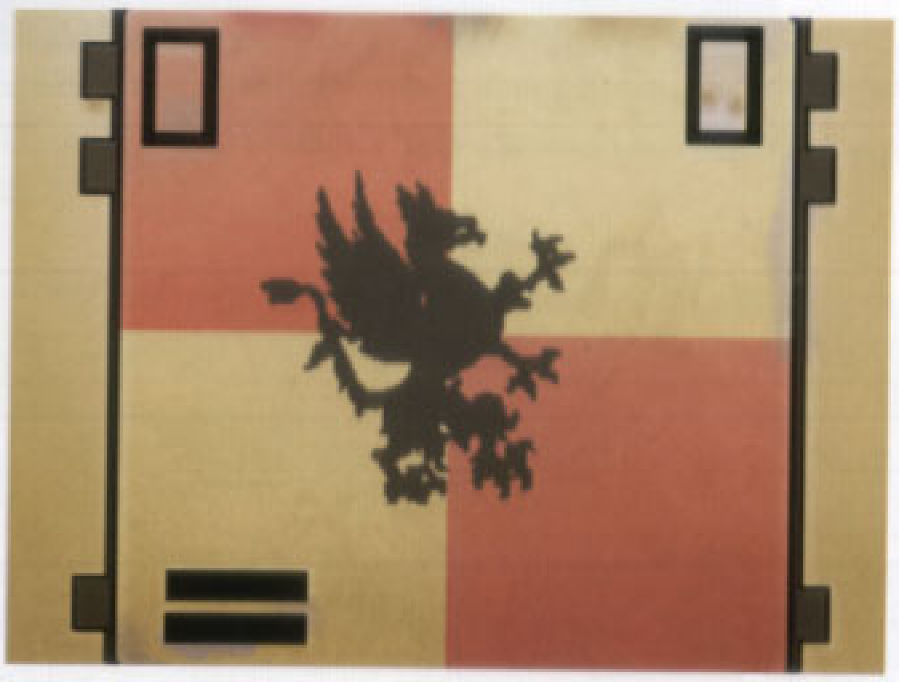

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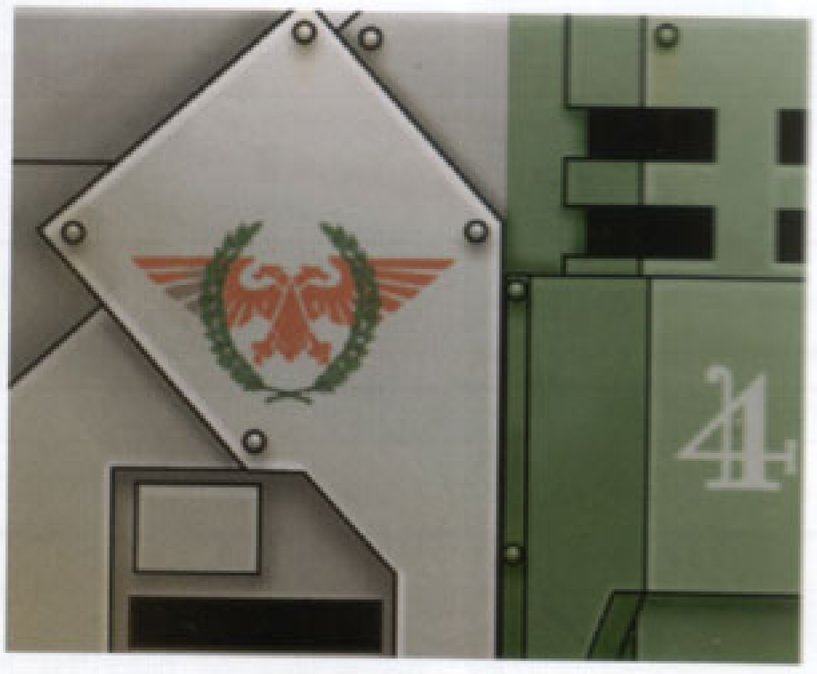

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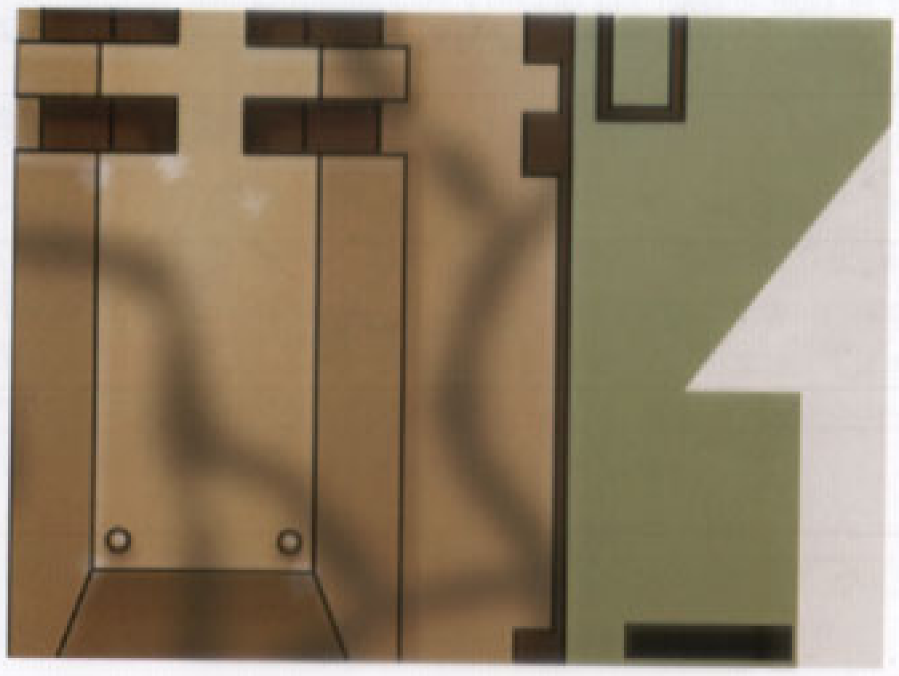

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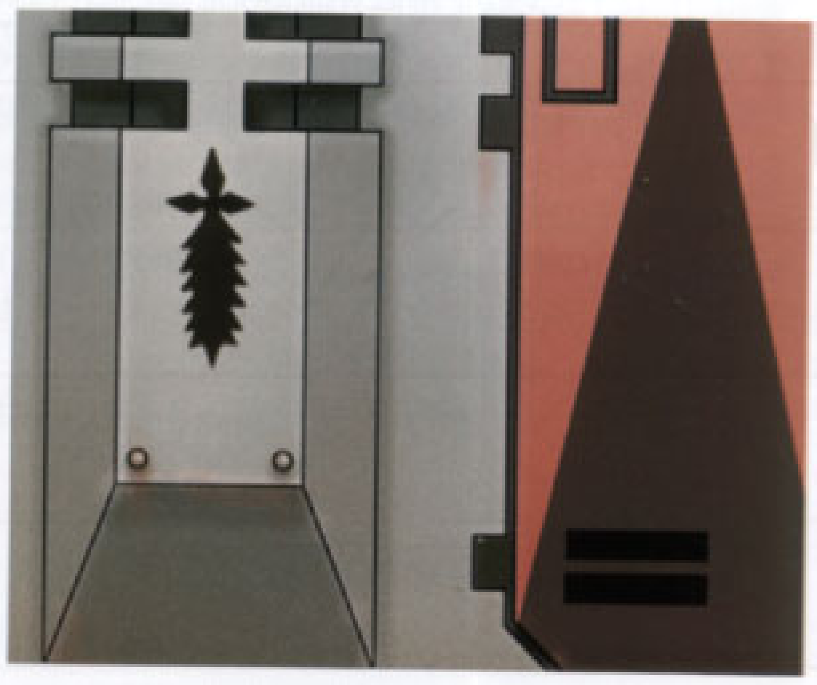

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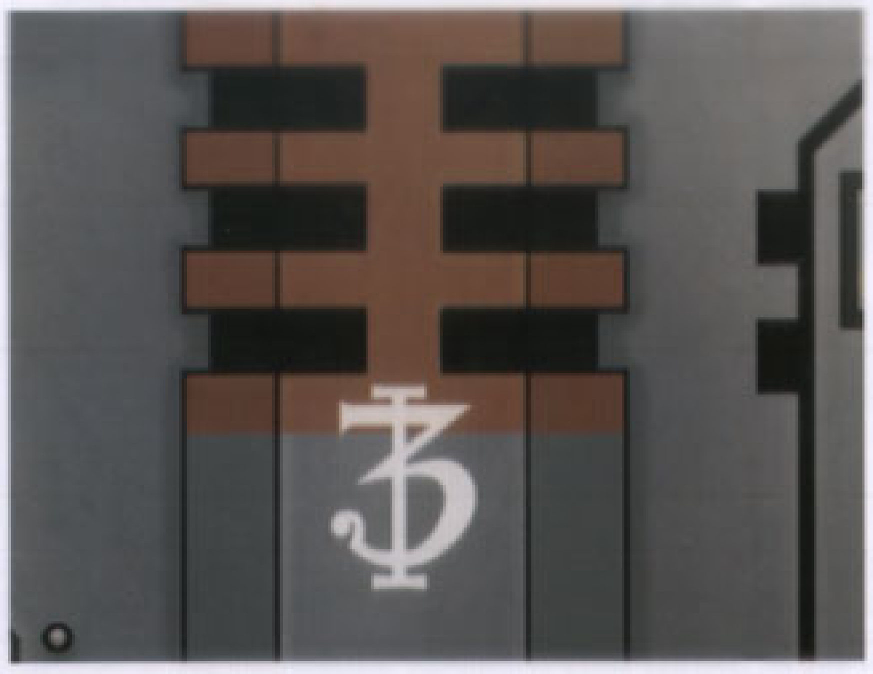

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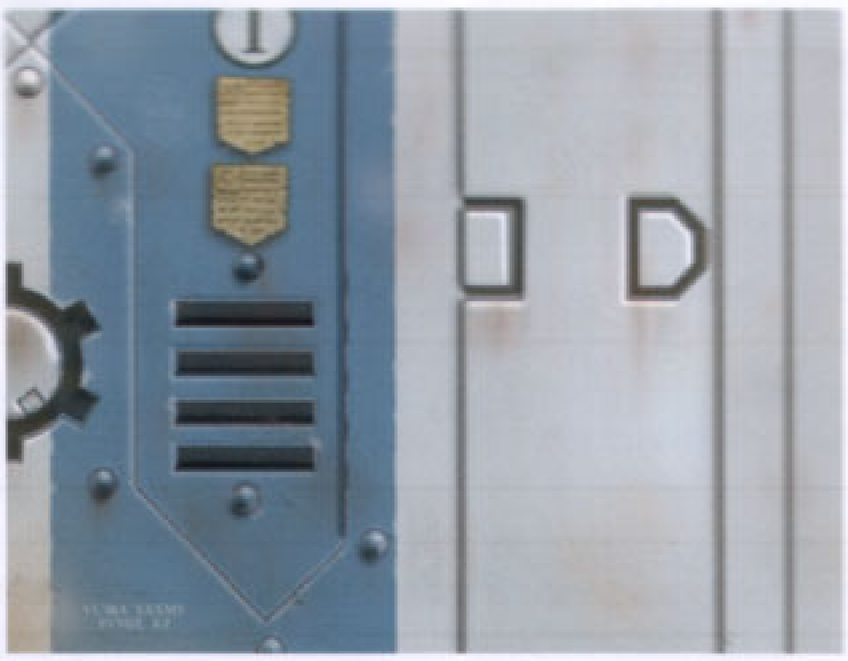

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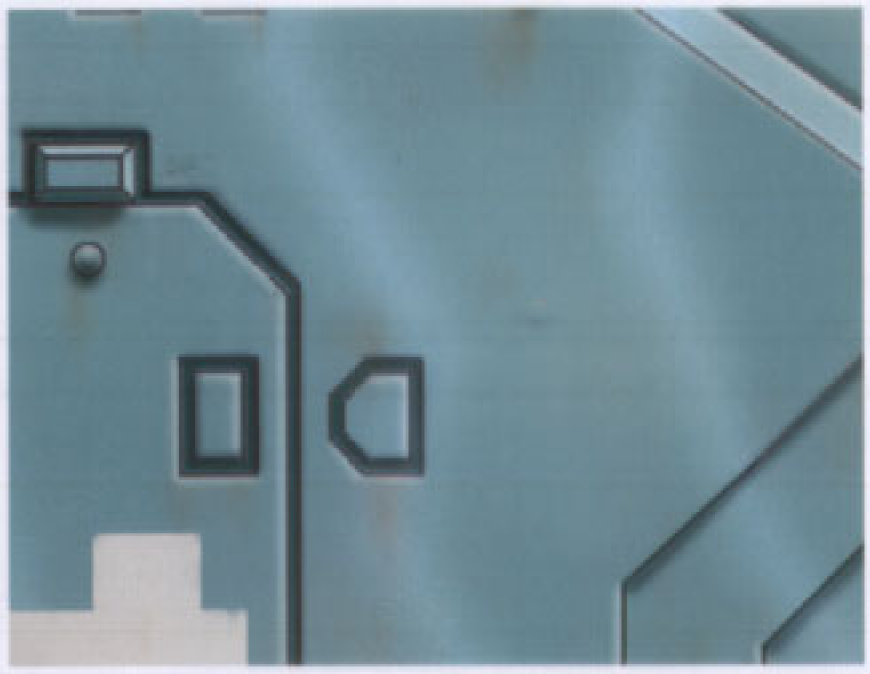

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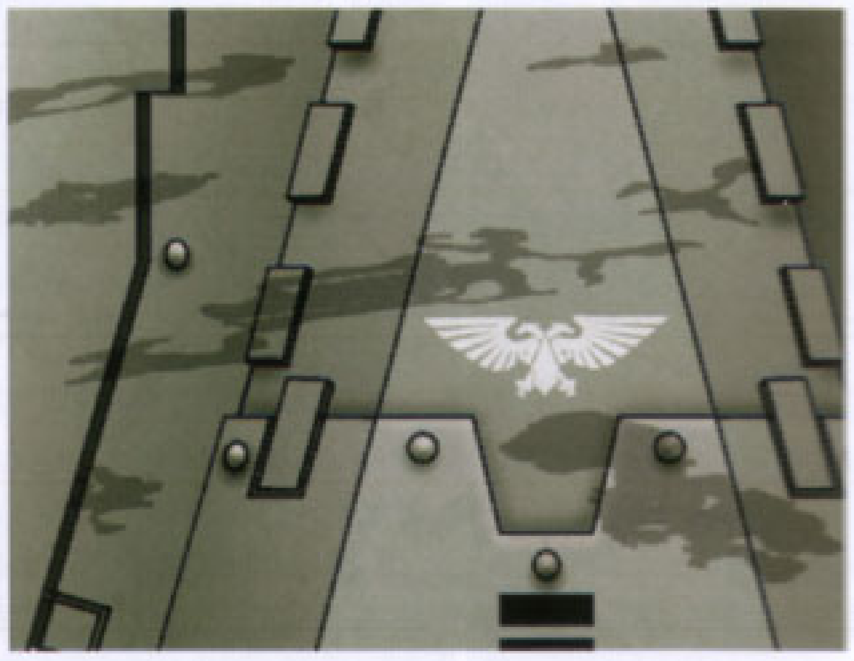

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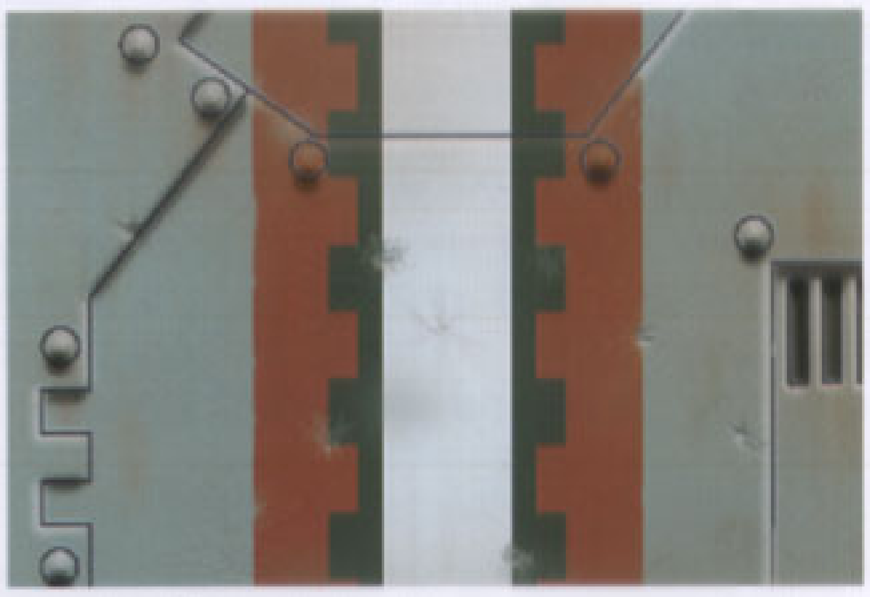

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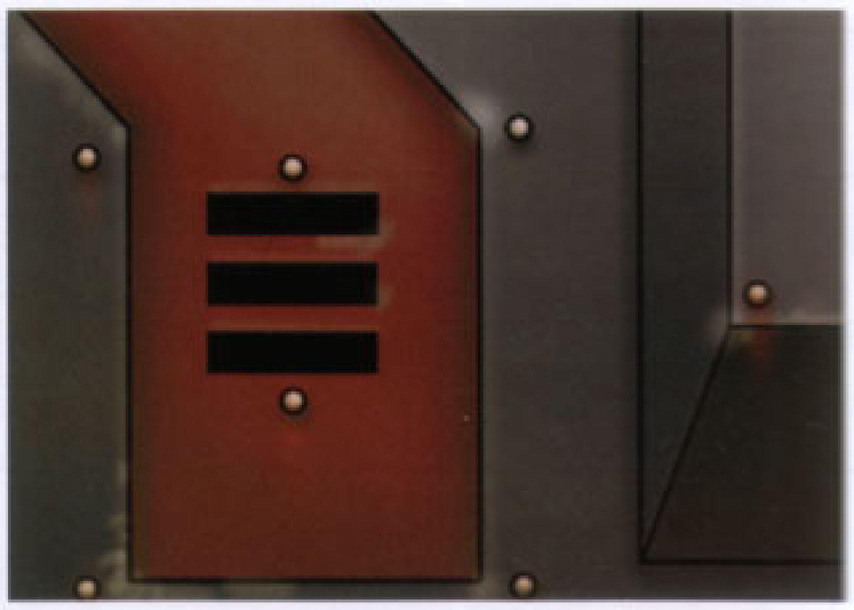

1. Chapter Colours. Howling Griffons, primary colour is yellow with the Chapter's colour scheme of yellow and red quarters shown only on the doors. Red can also be used as the primary colour.

2. Chapter Colour. Mentor Legion, primary colour is white with green trim shown on exhaust cowling.

3. Desert Colour concealment pattern. Raptors Chapter, dark green colour scheme retained only on doors.

4. Chapter Colours. Space Wolf, primary colour is grey with squad colours and markings shown on doors.

5. Chapter Colours. Crimson Fists, primary colour is dark blue with red trim shown on exhaust cowling.

6. Honour Colours. Ultramarines veteran squad, primary colour is white with the Chapter colour retained only as a broad blue band.

7. Chapter Colours. Avenging Sons, two tone confusion pattern using two variants of the Chapter's primary colours.

8. Chapter Colours. Revilers, two tone concealment pattern using two variants of Chapter primary colours.

9. Chapter Colours. Grey Knights, with a broad recognition band using Chapter's secondary and tertiary colours.

10. Order Colours. Order of Our Matyred Lady, primary colour is black with secondary red picking out whole armour plates. Rivets use white, the Order's tertiary colour.

VEHICLE MARKINGS

Space Marine vehicles can display various types of marking, including:

1. Chapter symbol

2. Company number, symbol or colour

3. Vehicle number

4. Squad number

5. Squad symbol

6. Squad honour badges; Crux Terminatus, Veteran laurel wreaths, etc

7. Hero's personal heraldry

8. Vehicle name scroll

9. Army badge or Field sign

10. Imperial eagles

11. Purity seals

12. Litanies

Chapter Symbol

Most vehicles display the Chapter symbol as a large painted emblem or a cast 3D icon. Many of the cast icons are taken as moulds of the ancient Chapter Stones from the Chapter's fortress monastery or from the halls of the Emperor's Palace on Terra.

Vehicle and Squad number

Most transport vehicles usually display either a vehicle number and/or the number of the squad it carries.

Squad Type

A transport vehicle may also carry the markings of the squad type it is assigned to. An arrow for Tactical squads. Crossed arrows for Assault squads. A chevron (inverted 'V') for Devastator squads. A skull for Command units. A Rhino used by Apothecaries might bear the Prime Helix emblem, whilst a Chaplain's personal Rhino might carry the skull.

Squad Honour Badges

Chapters reward squads for valour in battle and other special achievements. Common across Codex chapters is the Crux Terminatus, a badge which indicates the squad have Terminator honours, and have fought wearing Terminator armour in the past. The Veteran honour badge is a laurel wreath. Other honours include the Iron Skull awarded for leadership or special dispensation to decorate a unit's transport vehicle with Chapter iconography or artwork.

Personal Heraldry

Many Chapters have a tradition of allowing each individual of rank to bear his own heraldry. This is often painted onto the shoulder or knee pads of his powered armour, but might also be added to his transport vehicle. Commonly Captains, Chaplains, Librarians and the Chapter Master might have their own heraldric devices.

Company Number, Symbol or Colour

Most Codex Chapters display a company badge displaying the company's number. Some veteran companies may display their badge as a specific company symbol without showing the actual number. Others use a Company colour as identification. The Codex Astartes identifies these as:

1st Company – White
2nd Company – Yellow
3rd Company – Red
4th Company – Green
5th Company – Black
6th Company – Orange
7th Company – Purple
8th Company – Grey
9th Company – Blue
10th Company – None

Vehicle Names

Where these are used the names are usually taken from the Chapter's past heroes or are names with relevance to the Chapters homeworld. It is far more likely for larger vehicles, such as Land Raiders, to bear names rather than smaller vehicles. Not all Chapters display a vehicle's name, some prefer to keep them secret.

Army Badge or Field Sign

When on campaign armies of the Imperium can be drawn from many different fighting arms. Army badges are worn as a general identification for all the troops operating under one command. An army badge or field sign can be kept as an honour for exceptional service in a campaign, but are more likely to be incorporated into a unit's badge or banner. Army badges vary wildly, from skull motifs, to simple geometric designs, lightning flashes, crossed swords or spears, stars etc.

Imperial Eagles

The symbol of the Pax Imperialis, the oath that binds all Imperial servants together under the banner of the Emperor. Imperial Eagles appear on vehicles as an affirmation of loyalty.

Purity Seals

This is a blessing and a protection against malign forces. They are affixed to vehicles by Company Chaplains to protect the Machine Spirit and the souls of the crew and passengers within.

Litanies and Invocations

These are special blessings or prayers, usually asking the Emperor to grant victory or wards against daemonic possession. It is believed they will imbue the Machine Spirit of a vehicle with the same zeal for battle as the readings do the battle-brothers.

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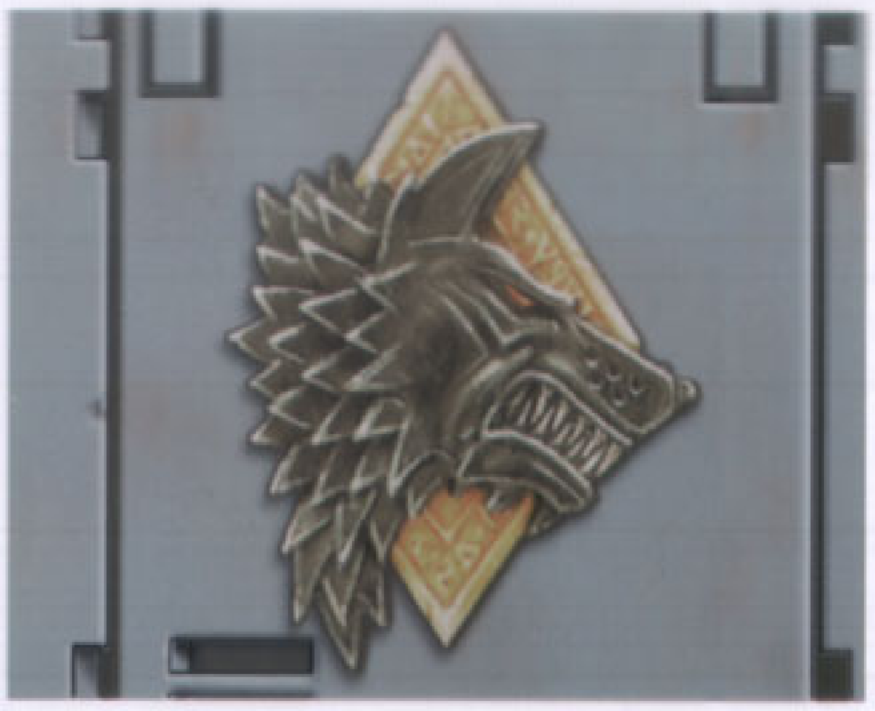

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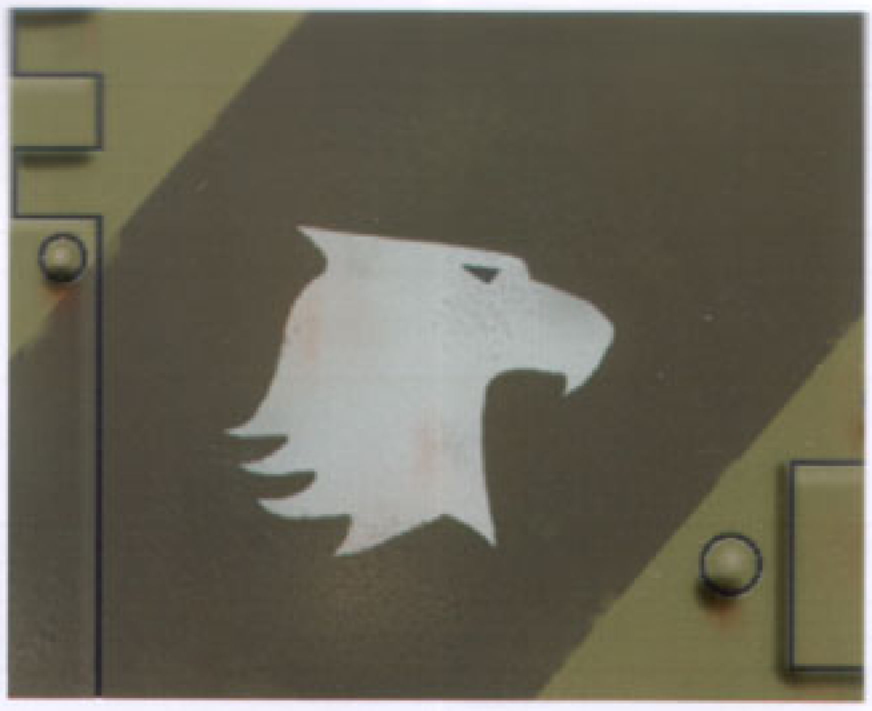

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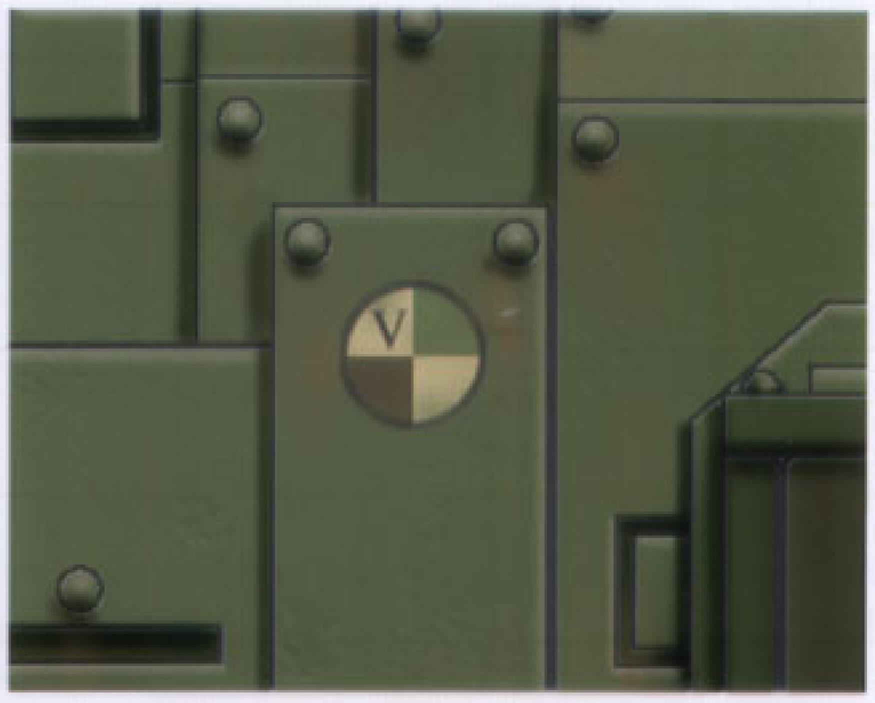

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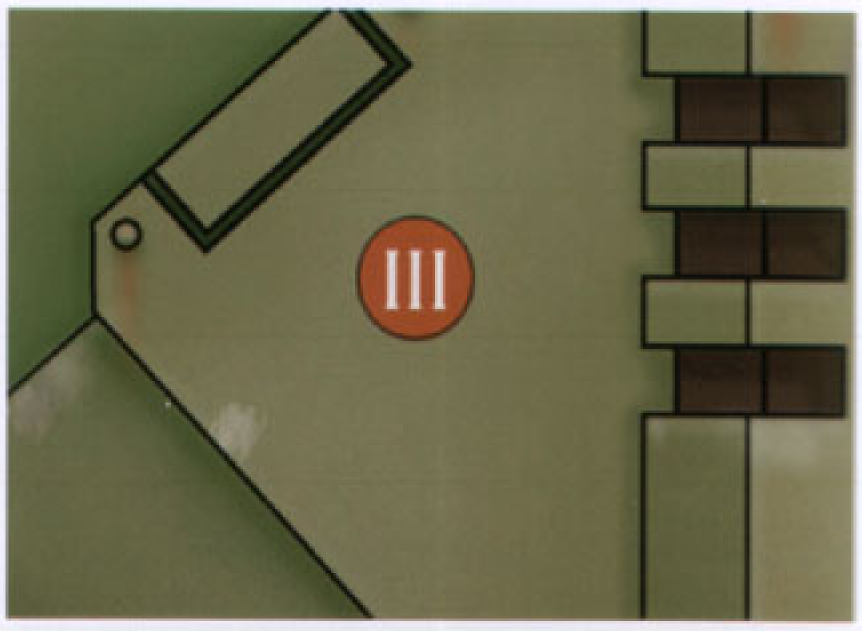

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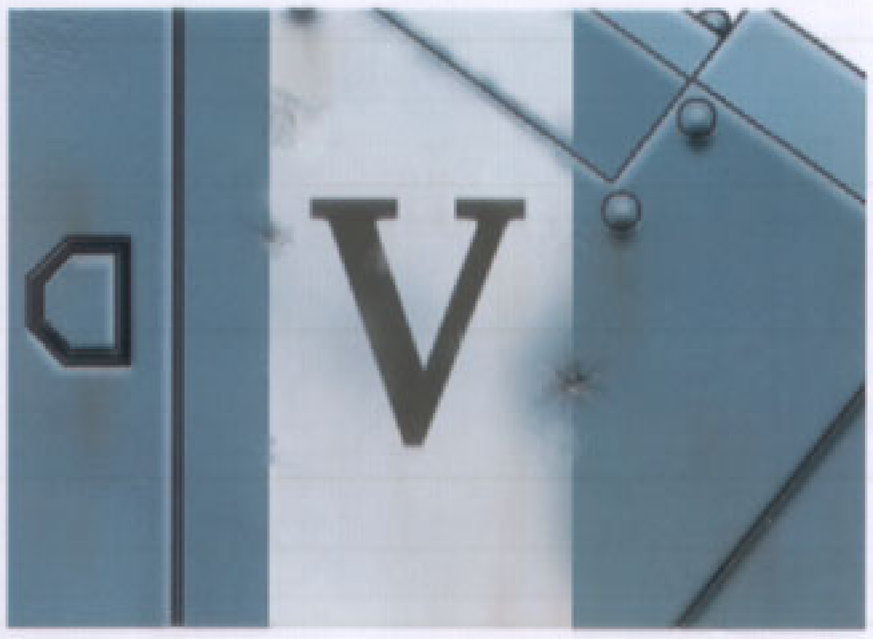

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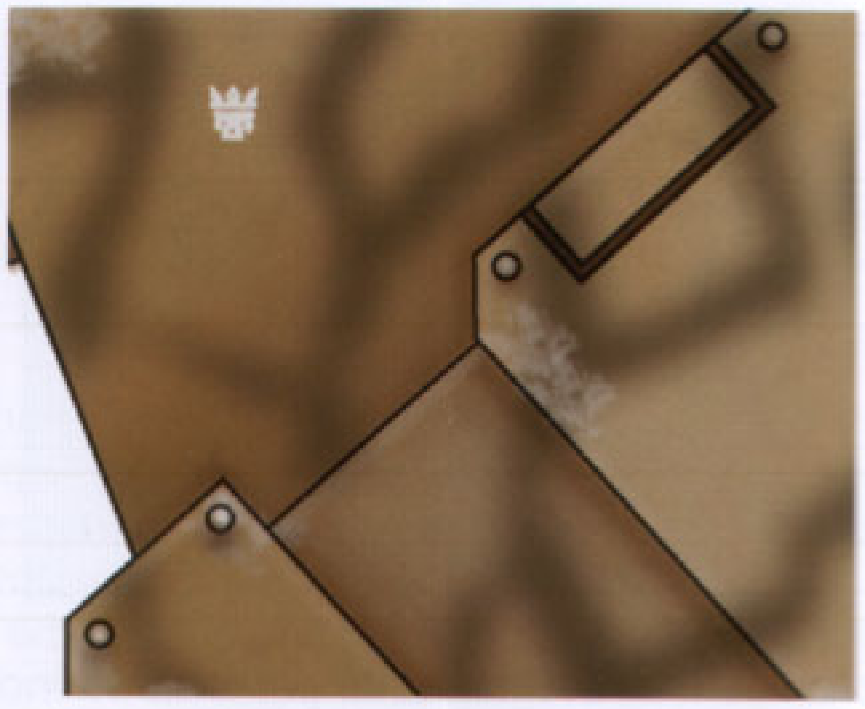

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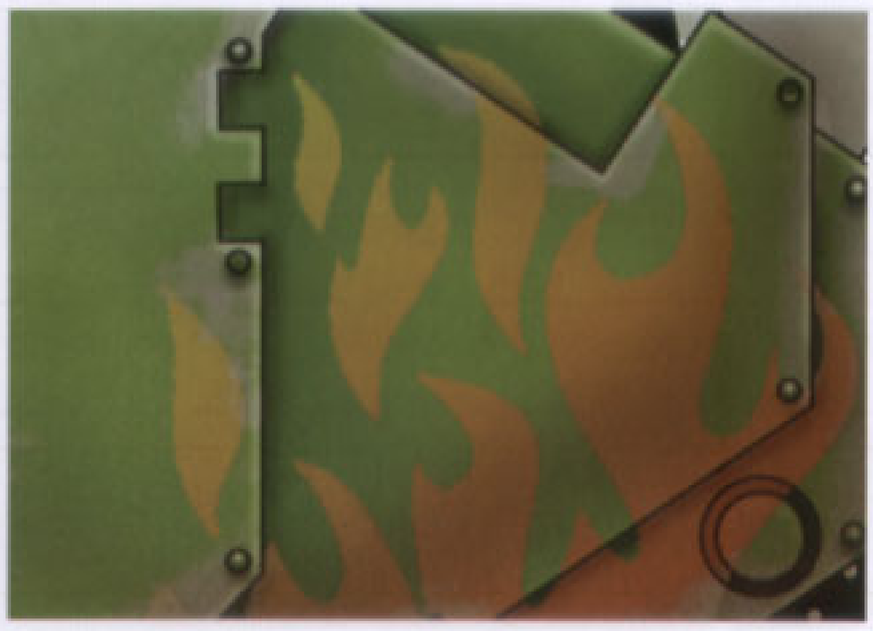

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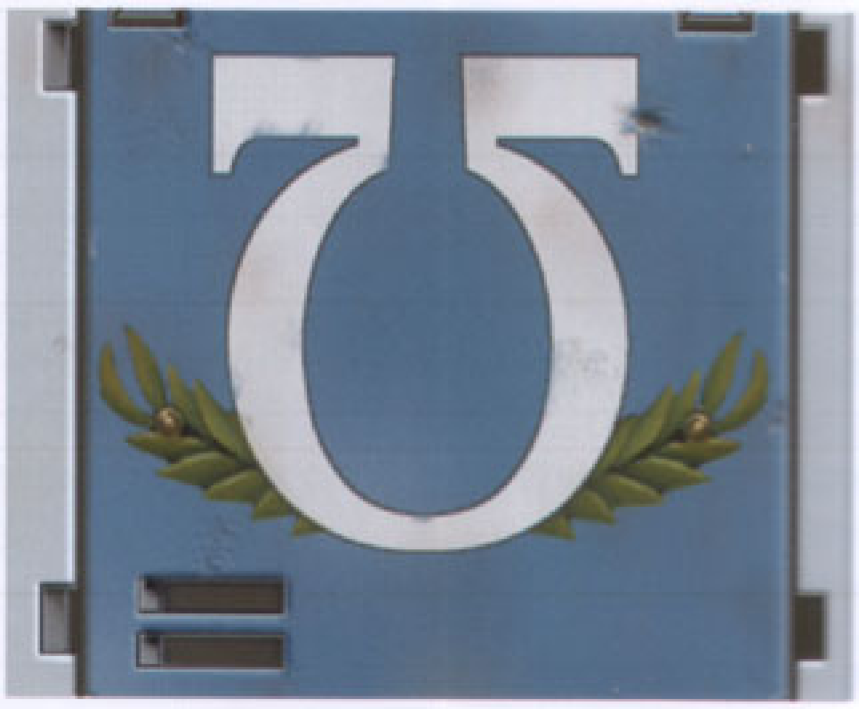
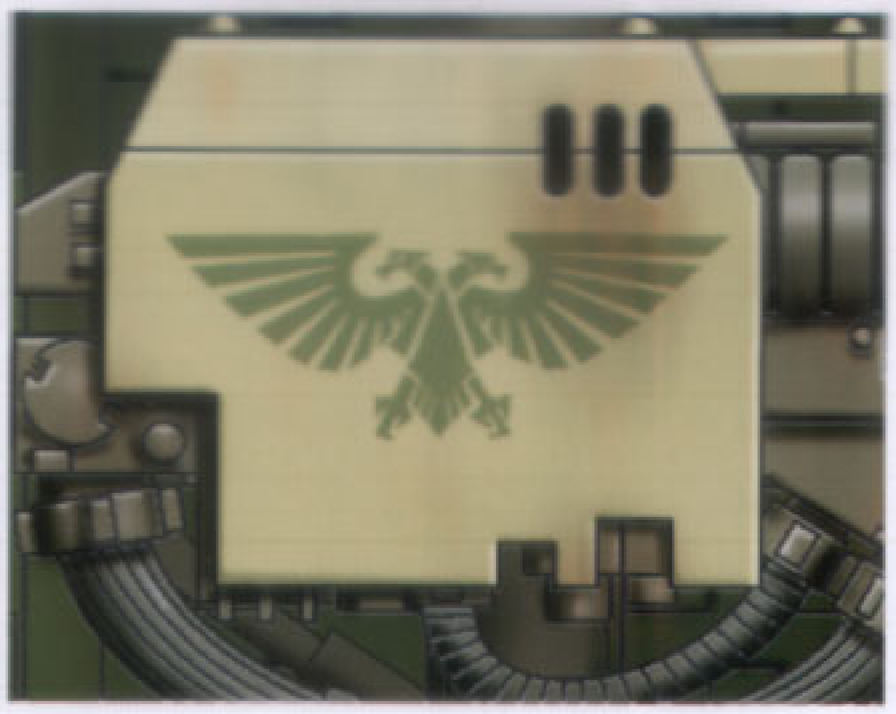


1. Chapter Symbol, Space Wolves, cast icon
2. Chapter Symbol, Raptors, stencilled
3. Company Badge, Dark Angels, fifth company
4. Company Colour, Red disc, third company
5. Vehicle Number, 5 as roman numeral
6. Campaign Badge, Crowned Skull, Angelis campaign
7. Honour Badge, Promethean flames, Salamanders Chapter
8. Honour Badge, Laurel Wreaths, Ultramarines veterans

9.



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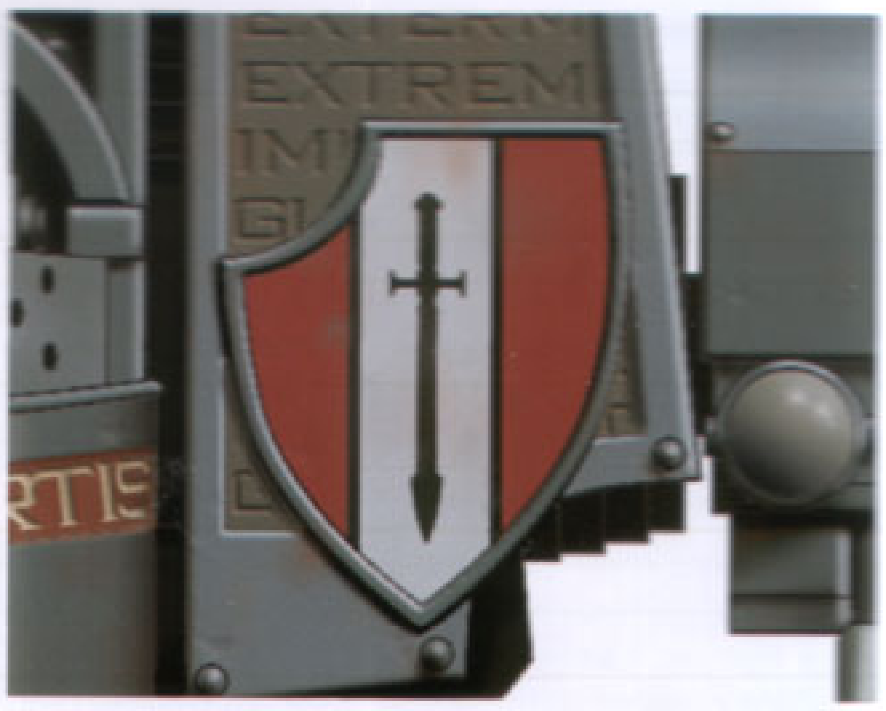
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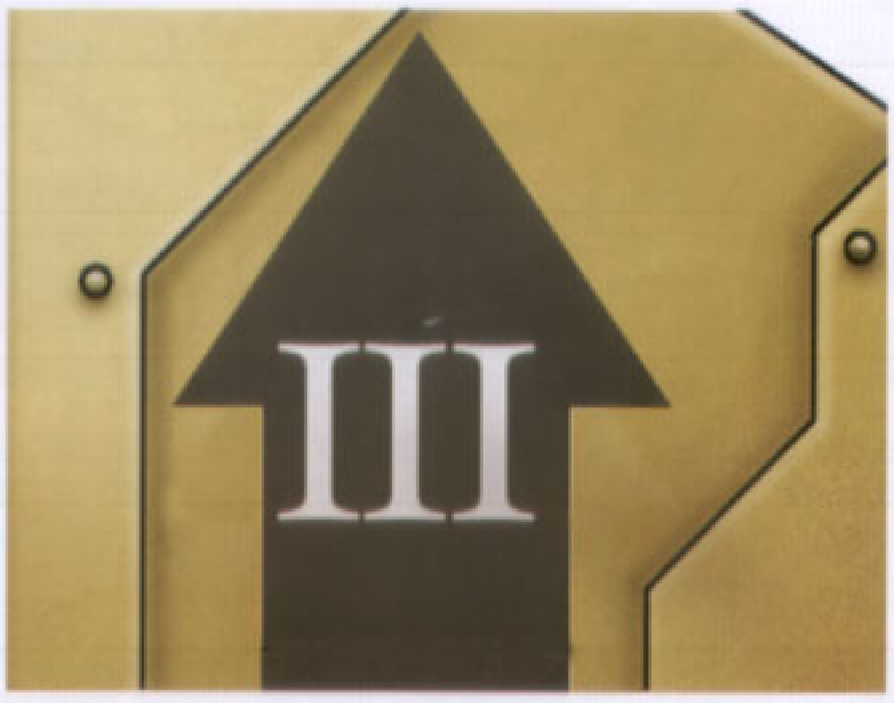

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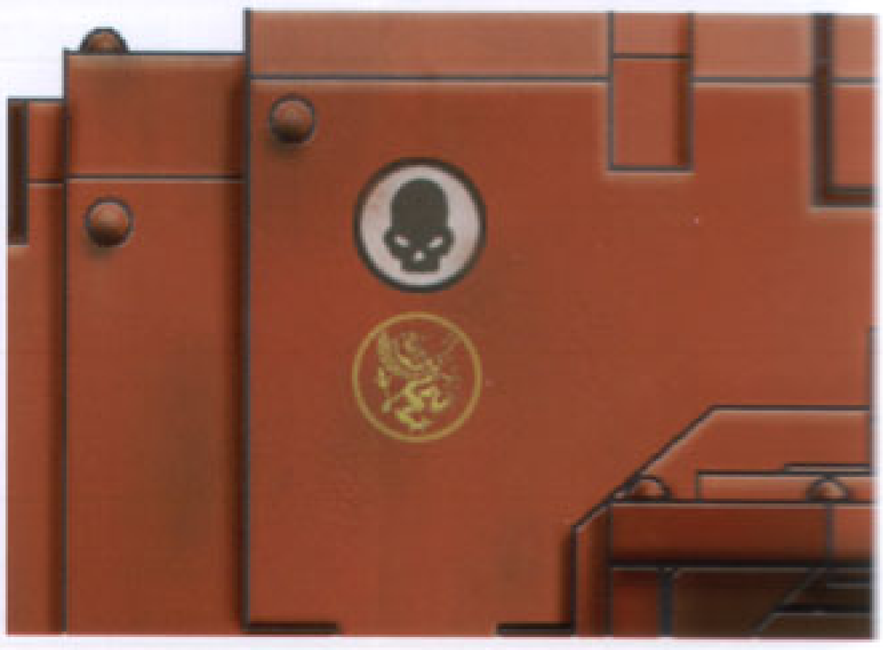

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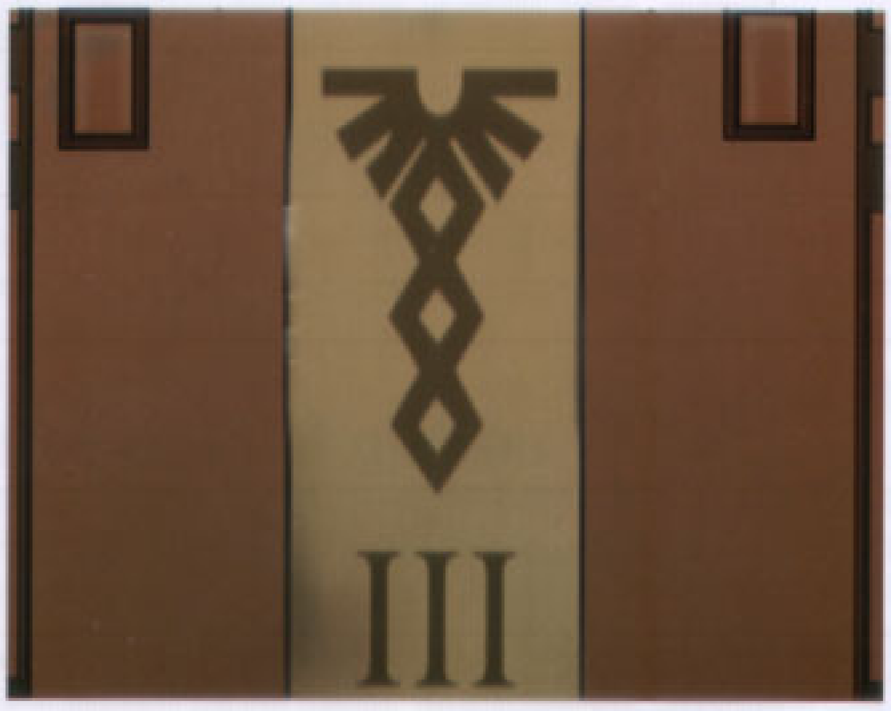

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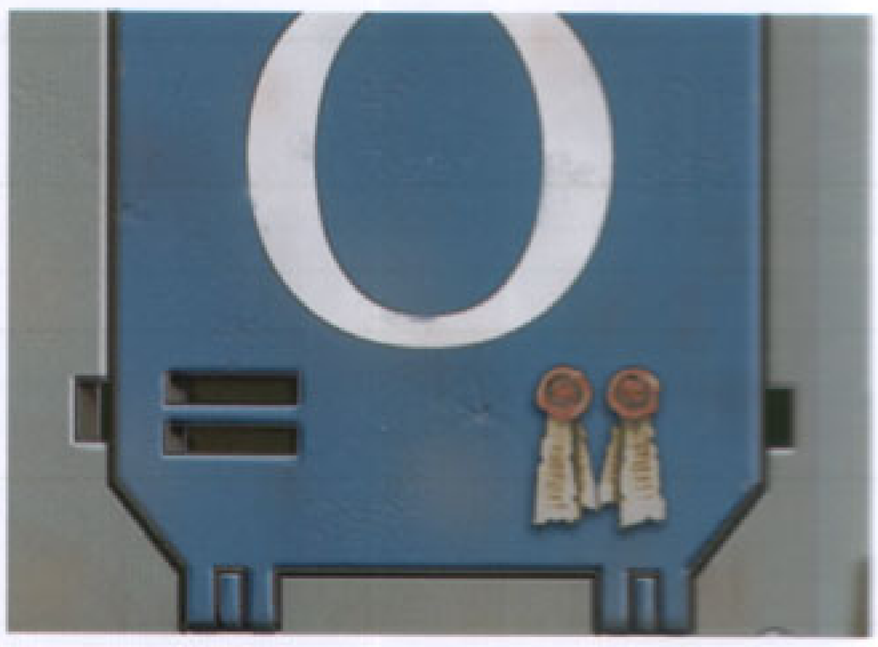

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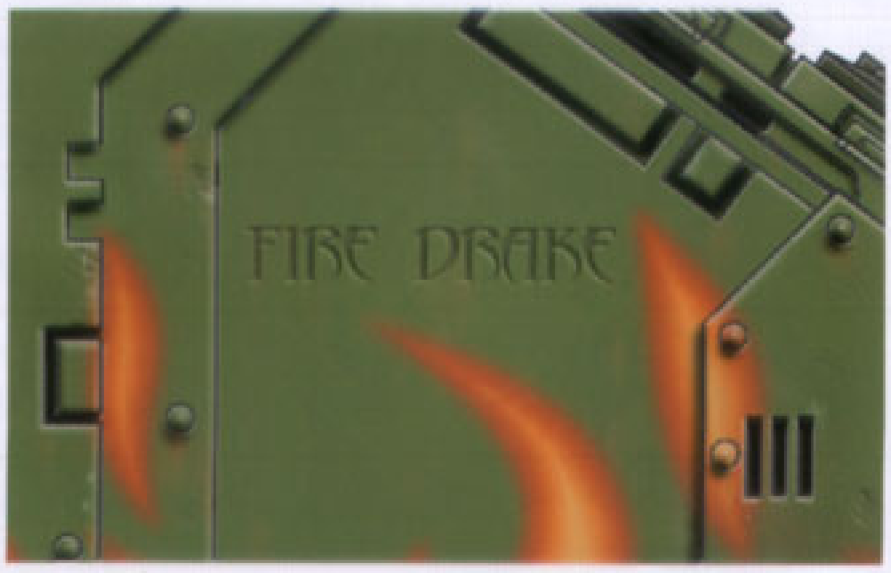
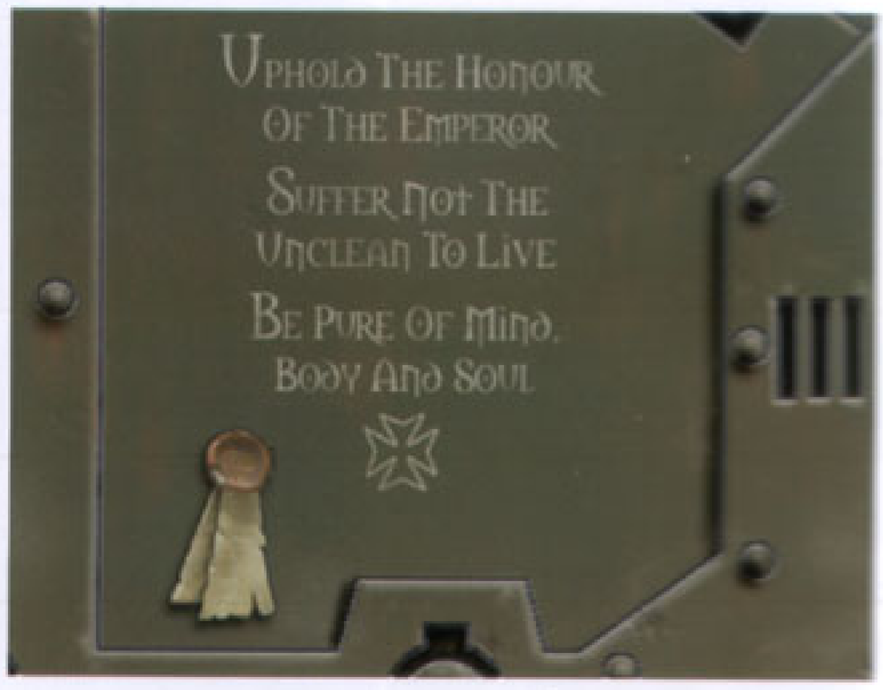

FIRE DRAKE
III

16.


Uphold The Honour
Of The Emperor
Suffer Not The
Unclean To Live
Be Pure Of Mind,
Body And Soul
III

9. Imperial Eagle, Dark Angels Chapter colours
10. Personal Heraldry, Grey Knights Captain
11. Unit Badge, Tactical marking
12. Unit Badge, Command marking, and honour badge

13. Unit Badge, Apothecary Prime Helix
14. Purity Seals, Ultramarines Chapter
15. Vehicle Name, Salamanders Chapter, 'Fire Drake'
16. Litany, Black Templars, also purity seal

APPENDIX IV AMMUNITION

The Space Marines have access to a huge arsenal of weaponry, from the most advanced laser, melta and missile technology the Adeptus Mechanicus can supply right down to antiquated but reliable and effective conventional projectile weapons.

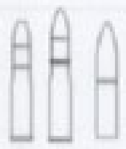
PROJECTILE AMMUNITION

The most basic form of ammunition used by Space Marines is the same as that commonly used by the Imperial Guard and Planetary Defence Forces. Large and small calibre projectiles are fired using a propellant charge, launching a shell containing high explosive that is fused to detonate on impact. The Space Marines do not rely heavily upon this antiquated technology, but autocannons and battle cannons are still used as vehicle and Dreadnought-mounted weapons.

Autocannons

The simplest of all the Space Marine weapons are their autocannons. Few in number, the autocannon is widely thought to be a weapon that neither successful fulfils an anti-personnel or anti-tank role. Lacking the rate of fire of a heavy bolter, or the hitting power of a krak missile or lascannon. They are too cumbersome to be man portable, with a large recoil, restricting them to vehicle mounts. The main advantage an autocannon has is its versatility, it can fulfil either role satisfactorily, and so most Chapters retain a few autocannons.

Autocannon rounds



The Predator Destructor tank mounts a large autocannon as its main weapon. Loaded with high explosive or armour piercing ammunition it is a versatile weapon for a light tank, which cannot mount the far more destructive battle cannon but can be equipped for anti-tank or anti-infantry roles on its sponson weapons.

Battle Cannons

Battle cannons are common within the Imperial Guard, but not favoured by Space Marine Chapters. Some Thunderhawk gunships mount a large battle cannon, others are used as part of a fortress-monastery's defences.

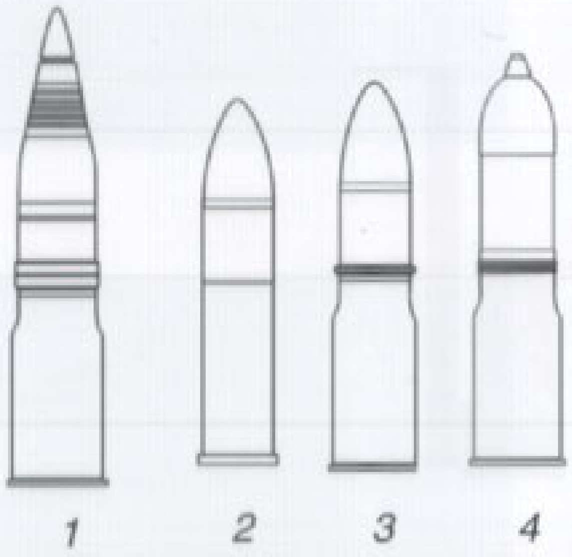
Battlecannon Ammunition

1. Infernus shell

2. High Explosive shell

3. Armour Piercing shell

4. Smoke shell



There are various types of battle cannon ammunition, high-explosive, anti-tank, smoke shells, incendiary shells, illumination shells, but all shells, regardless of type have common features.

Ballistic Cap – To improve in-flight ballistics

Fuse – Usually an impact fuse to denote the explosive material inside the shell.

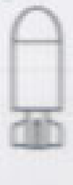
Explosive material – The shell's main destructive force, fragmenting the casing into shrapnel and creating a sudden lethal pressure difference at detonation.

Shell casing – The main body of the shell which fragments into sharp shards of metal flying in all directions.

Propellant charge – The powder which when ignited fires the shell at high velocity along the barrel.

Tracer – A brightly burning chemical mounted in the base of the shell, allowing the gunner to see the shell in flight.

'D' pattern vehicle launched smoke grenade



ROCKET PROPELLED AMMUNITION

Rocket propelled ammunition (also called self propelled ammunition) is a more advanced form of the basic projectile ammunition. Rather than containing a separate propellant charge, rocket propelled ammunition has its own built in solid-propellant fuelled rocket. The propellant is shaped to control the time and rate of burning, and hence the thrust and duration of the rounds flight. The resulting accuracy and range compare favourably with conventional firing methods and make far more efficient use of the propellant charge.

Rocket propelled ammunition has several drawbacks though. The first is the over-pressuring problem caused when the rocket propellant is ignited within the confines of a weapon's firing chamber or barrel. The blast of gases caused by the rocket are trapped inside the weapon by the round. The pressure builds up rapidly, causing the barrel or shell to deform and severely upsetting the shell's flight. At worst the barrel might explode, burst apart by the build up of gases, destroying the weapon and risking injury to the user.

Over pressure can be alleviated by the use of extraction venting. Extraction venting sucks the launch gases out of the barrel and releases them through a venting port. Different weapons use different methods of extraction venting.

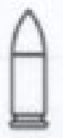
A second drawback is unstable in-flight ballistics of self propelled shells. To maintain range many self propelled rounds use multiple propellant burns. After launch a second burn will boost the shell onwards, followed by the third and fourth burn. Each 'booster' burn ignites the next before dropping away. As long as the shell is heading directly at the target this is fine, but should the trajectory be slightly out or the shell be yawing slightly the thrust from the booster burns will force the shell further off target. Fin stabilisation minimises this effect, but significantly increases the size of the round, reducing ammunition capacity.

Bolter Shells

The bolt gun or bolter is a weapon synonymous with the Emperor's Space Marines. Whether pistol, carbine or heavy support version all bolters fire armour piercing, mass-reactive, high-explosive ammunition, which detonate after penetrating the target, literally blasting it apart from within.

A bolter's rocket-propelled bolt works in an ingenius way. To avoid over pressuring the bolt is fired using a small conventional powder charge in a cartridge, just enough to force the bolt out of the barrel, and ignite the bolt's own solid fuel propellant. The used conventional cartridge is then ejected, clearing the breech for the next round. The bolt's solid fuel propellant is timed and shaped to ignite just after it exits the barrel, alleviating the over pressure problem as the gas is not trapped. The bolt then accelerates away towards the target under its own power. This 'two part exterior ignition' system also drastically reduces recoil to manageable levels for a hand-held weapon of such high calibre. As a personnel weapon the bolter does not need subsequent booster burns for long range, and so the bolt does not require fin stabilisation either, keeping the round small, and so the ammunition capacity of the weapon's magazine higher.

Bolter shell



So efficient is this method of firing that a bolter can rapid fire bursts of three or four rounds in quick succession. Heavy bolters can maintain a higher rate of fire, and use a larger bolt with a large propellant charge for extra range and hitting power.

Bolter Ammunition types:

Standard bolt – outer casing, solid fuel propellant base, high-explosive charge, mass reactive fuse, depleted deuterium core (dense material adds weight and velocity for penetration), hardened diamantine penetrating tip.

Inferno bolt – Deuterium core replaced by oxy phospor gel which ignites causing secondary fires.

Hellfire round – core replaced by mutagenic acid vial.

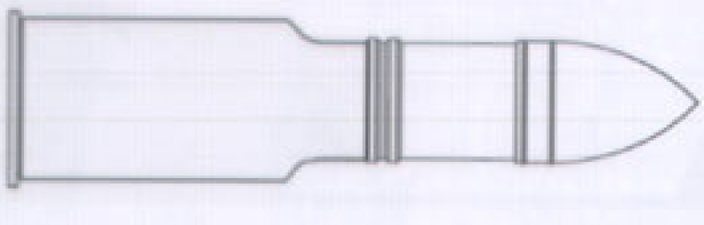
Metal Storm Frag round – mass reactive fuse replaced by proximity fuse, deuterium core and diamantine tip replaced with increased high explosive charge and a fragmentation casing.

Stalker Silenced shell – propellant base and conventional charge replaced by gas cartridges for silent low velocity firing. Fuse and explosive charge replaced by solidified mercury slug.

Vindicator Siege shells
These large shells have an armour piercing tip, heavy shell case and a large high explosive charge. Fused to explode micro-seconds after impact, allowing the armour piercing tip to penetrate through a building or bunker wall before the shell explodes inside, doing maximum damage to the structure and occupants.

To achieve a high velocity for penetration the shell also has a large propellant charge to launch it. The combination of heavy case, large explosive charge and large propellant charge means the shells must be large and heavy, drastically reducing a vehicle's ammunition stowage capacity. The weight and size of the shell means maintaining accuracy over long range is impossible, even using fin stabilisation and booster burns. Vindicators are deployed as close support in dense terrain, such as street fighting and jungles.

Vindicator Siege Shell



MISSILES

Space Marines make wide use of missile technology. Guided and free flight missiles are commonly deployed, from shoulder launched infantry weapons to high explosive Whirlwind missiles or sophisticated, fire and forget guided weapons such as the hunter-killer.

Whirlwind missiles
Whirlwinds fire free-flight unguided missiles with high explosive warheads. There are many known patterns of Whirlwind, with missiles that vary from single large warheads to smaller, multiple launched area saturation missiles.

As an alternative to the standard high-explosive warheads usually issued to Whirlwinds, there are some other types of missiles a Space Marine commander can utilise.

The first is the scatterable mine warhead, which upon detonating, showers the target area with small proximity fused mines, creating an instant minefield. Mines being a purely defensive weapon means Space Marine Chapters do not often have need of them, but during attacks denying the enemy easy routes for counter-attacks can make the difference between success and failure.

The second missile type is the short-range anti-aircraft missile. These missiles can be used to provide close air defence to a Space Marine force, although the Hyperios and the Hunter are specialised vehicles specifically designed for this role. The issue of AA missiles can turn a standard Whirlwind into a stand-in air-defence vehicle, but after several Whirlwinds belonging to the Exorcists Chapter failed to engage incoming Ork Bommers most where withdrawn from service.

Helios High Explosive missile

The final type of missile is the extended range variant. Techmarines of the Iron Fists Chapter first developed this type of missile to turn the short ranged support of the Whirlwind into long-range bombardment artillery, during the Assault on Hive Vortis. It was not regarded as a success, but several other Chapters have since attempted to emulate the Iron Fists. The necessary increase in fuel and the size of the missile's rocket engine resulted in a reduction in the amount of high explosive carried in the warhead, and a reduction in the size of the resulting explosion. The loss of destructive powe meant that the long ranged missiles failed to cause sufficient damage to be effective in the bombardment role.

Hunter-Killer missiles
Hunter-killer missiles are the most sophisticated guide missiles in the Space Marines armoury. They are vehicle mounted to lock-on, seek and destroy a target. Once the controller has the target locked-on in his sights he can launch the missile and it will seek this target.

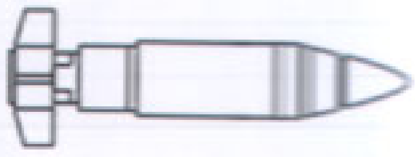
In the MkIX Voss pattern hunter-killer missile the attack sequence works as follows. It begins when the 'hunter' element of the warhead (in the nose of the missile) is given a 'locked-on' target by the controller. The hunter sensor will then seek this target, disregarding all others. The controller then fires the missile, the rocket engine is activated, and the missile launches, accelerating rapidly towards the target.

During flight the hunter sensor tracks the target's movement and relays information to the logis engine's guidance controls, which then adjust the missiles flight. It does this by rotating the missile's stabilising fins. The fins give the missile lift to keep it in the air, but when rotated slightly they create drag, causing the missile to change course. Extreme movements in the fins allow the missile to make rapid course changes to match the movement of the target and avoid obstacles. The internal gyroscopic stabilisation resists the natural lateral movement of the missile, which would force it to roll as it flies, counteracting this effect and keeping the missile, and most importantly, the hunter sensors, upright.

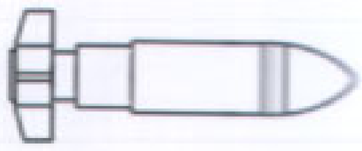
The missiles warhead is an impact fused shaped charge. The force of the explosion is channel in such a way as to direct all the blast at the target, concentrating its energy to cut through armour.

A hunter-killer also contains a small battery to provide power to the hunter sensor and the logis-engine.

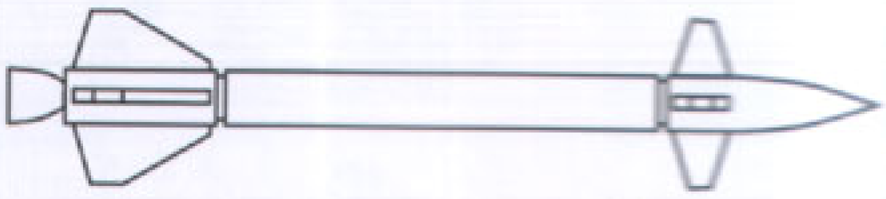
MkX 'Deliverance' Hunter-kIller missile



MkVIII 'Avenger' Hunter-kIller missile



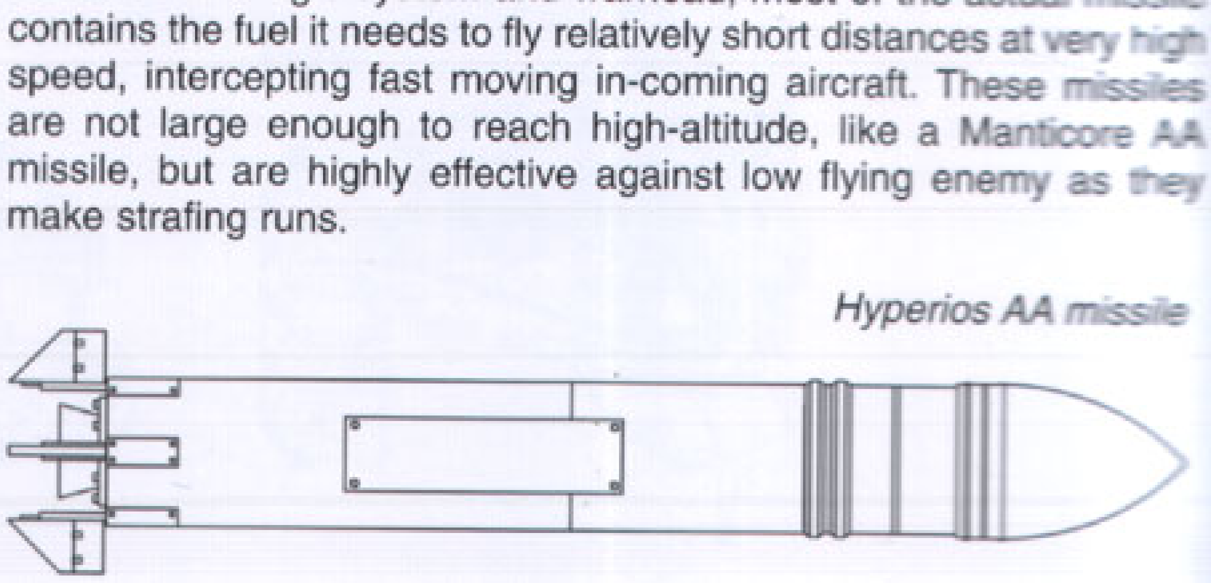
MkIX Voss Hunter-kIller missile



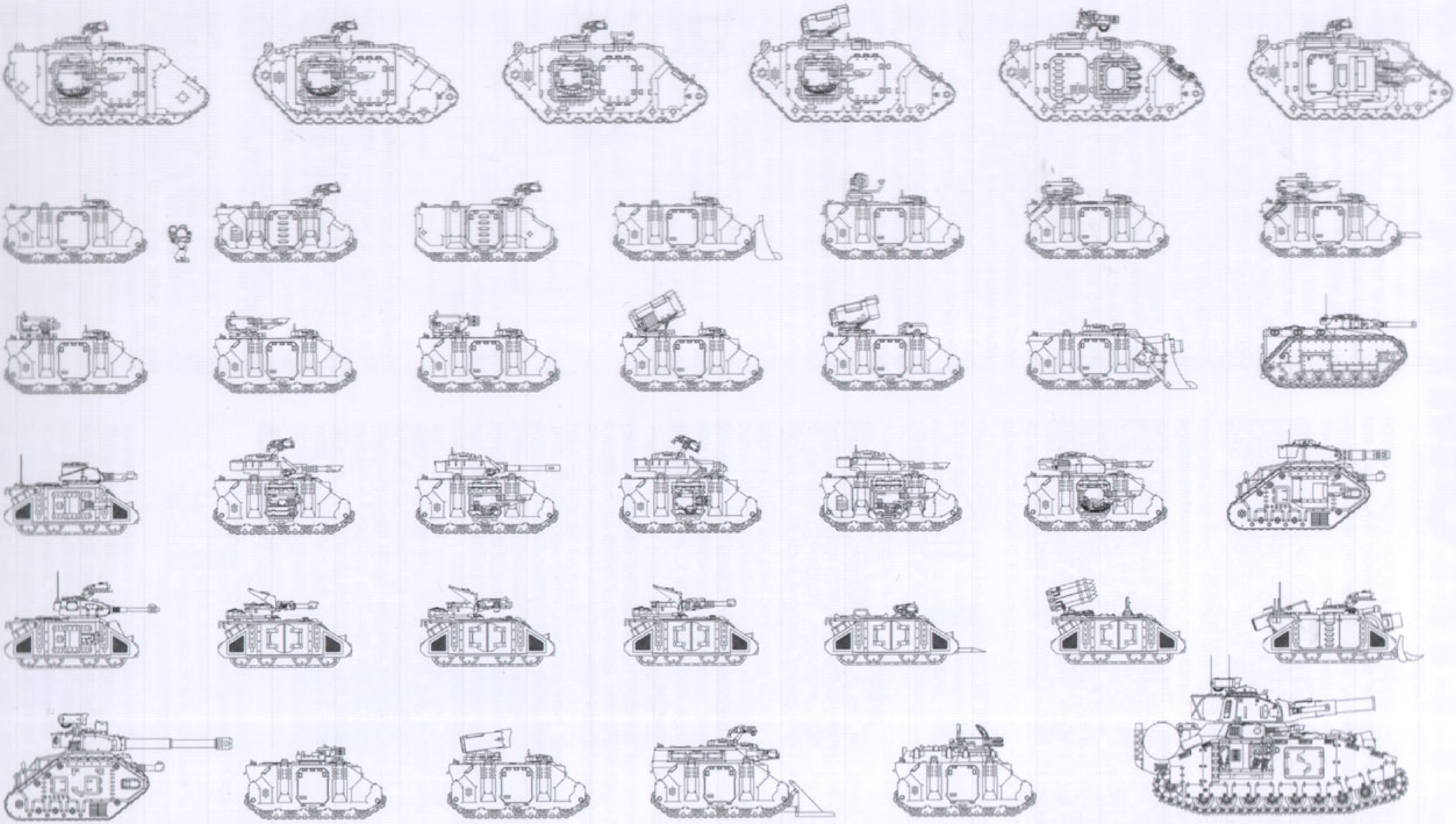
Hyperios Anti-Aircraft missile
The Hyperios is equipped with automated tracking and targeting equipment and guided anti-aircraft missiles for close air defence. The Hyperios' missiles each contain a small logis-engine, similar to that used by the hunter-killer missile, to seek out and destroy its target. Although anti-aircraft defence is its main role, the targeting array is versatile enough to be able to engage ground targets, effectively becoming a large rack of hunter-killer missiles.

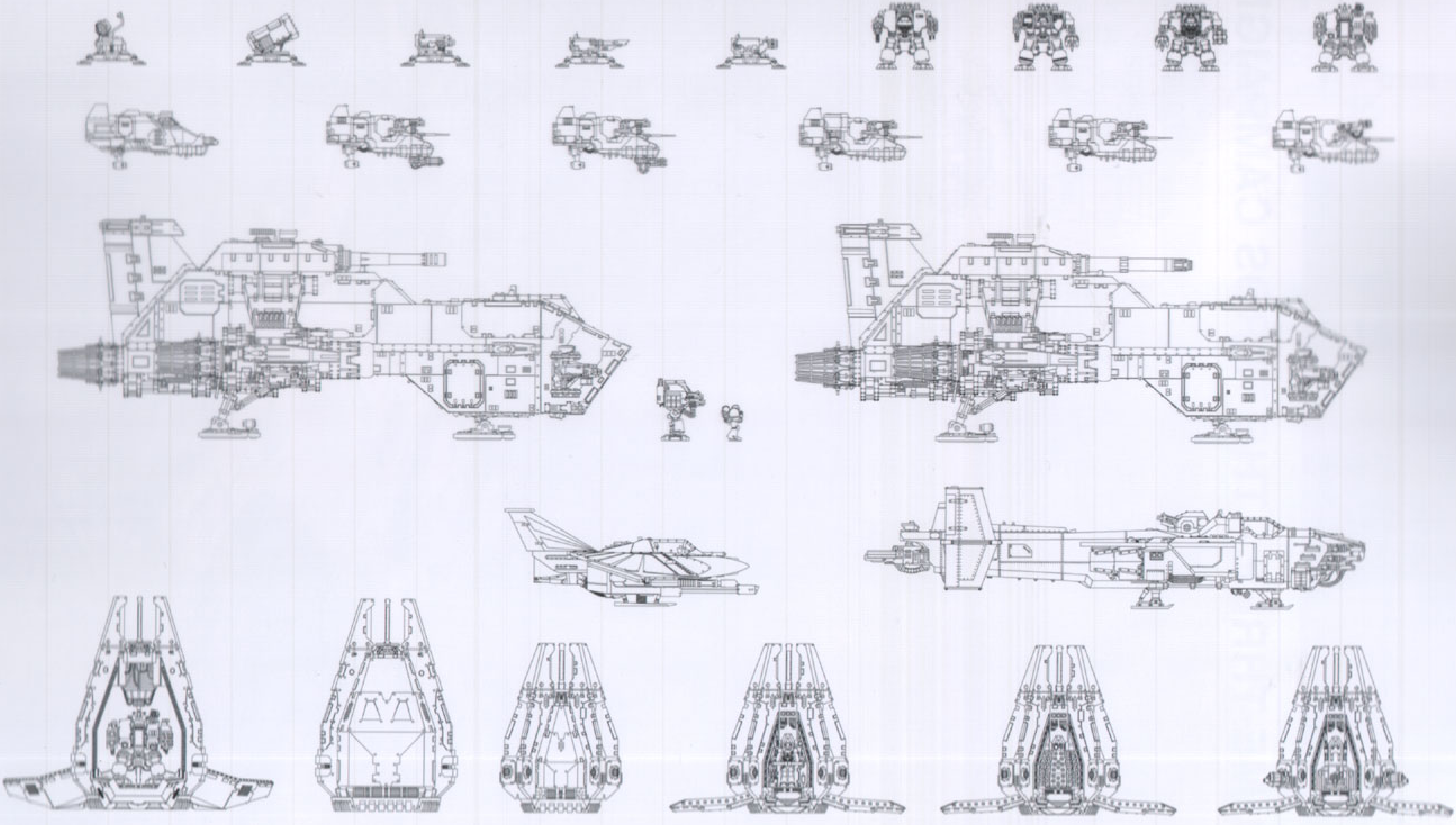
As well as its logis-system and warhead, most of the actual missile contains the fuel it needs to fly relatively short distances at very high speed, intercepting fast moving in-coming aircraft. These missiles are not large enough to reach high-altitude, like a Manticore AA missile, but are highly effective against low flying enemy as they make strafing runs.

Hyperios AA missile



APPENDIX V – SIZE COMPARISON





Space Marine and Inquisition vehicles with selected Imperial Guard and Imperial Navy vehicles for comparison.